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DUNGEONS & DRAGONS

THE HORDE: HORSELORDS OF THE FORGOTTEN REALMS

HUGE GAZETTEER INSIDE!

30 YEARS OF DRAGON

Dragon®

ISSUE 349 · NOVEMBER 2006

BOWS & CROSSBOWS
A COMPREHENSIVE GUIDE

DAGON ARISES!
DEMONS FROM THE DARKEST OCEANS

FINAL FANTASY XII
FIRST LOOK!

IT'S A JUNGLE IN HERE!
PLAYING THE SAVAGE TIDE ADVENTURE PATH

ECOLOGY OF THE OGRE MAGE

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DarcKnyght

ISSUE 349 NOVEMBER 2006

Dragon

VOL. XXXI NUMBER 6

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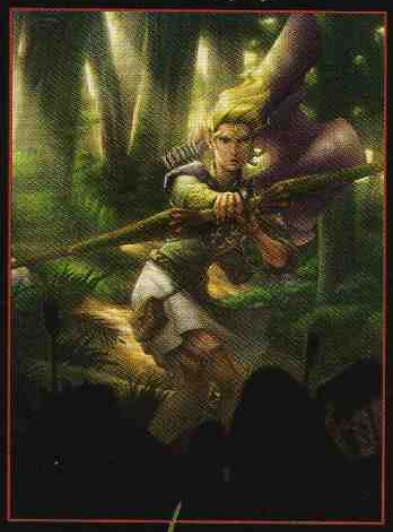
Chris Stevens with UDON shows us the moment before a ×3 critical modifier comes into play.



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PAIZO IN THE TRUE DUNGEON

The highlight of last year's Gen Con was my adventure in the True Dungeon, a live-action multi-chamber dungeon complex complete with fake stone walls, plenty of perplexing puzzles, and tons of volunteer NPCs. As I related back in the editorial of *Dungeon* #128, only *Dungeon* Assistant Editor Jeremy Walker and I managed to make it to last year's event, and the rest of the editorial staff had been itching to give the True Dungeon a try. Unlike last year, when Jeremy and I got thrown into a random group of strangers, this time our foray was all Paizo all the time. With seven professional gamers in our party, we would be unstoppable.

Dragon editors Jason Bulmahn and Wesley Schneider were on hand with piles of wooden nickel tokens representing magic items and adventuring gear. *Dungeon* Editor-in-Chief James Jacobs decided to play the bard, once again trying to prove that the class is just as powerful and useful as the others. Operations Manager Jeff Alvarez and Advertising and Marketing Director Josh Frost rounded out the group with a cleric and fighter. I decided to play a ranger again, and Jeremy too reprised his role as the wizard. We were ready for anything.

Or, at least, I thought I was ready for anything. What I wasn't quite prepared for was the existential horror that came about three rooms into the True Dungeon, when I realized that I wouldn't last long in a "real" D&D world. The little boy who had dreamed of joining Bobby, Eric, and Hank on their Dungeons & Dragons roller coaster ride to a fantasy world would almost assuredly be splattered against the walls and floor of some forlorn dungeon shortly after arriving.

First of all, the True Dungeon is *dark*. You're provided with only the barest minimum light, equivalent to trying to find your way in a cave by the ambience of a fading glow-in-the-dark superball. That's difficult enough to do on your own (I imagine), but now think of seven people trying to find their way based on that one light. We later learned that we could have brought more light in if we wanted to, but our ignorance of the rules apparently netted us a fair amount of respect from the volunteer DMs and NPCs situated throughout the dungeon. "Woah," they kept saying every time we entered a new room. "We've got a hard-core group, here!" they'd say with excitement. "Um, yeah," we thought to ourselves. "We're the *Dragon* and *Dungeon* guys. It doesn't come any harder-core than that!" Turns out hard-core meant "group with a crappy light source." It might also have meant "group that didn't totally understand what it was doing."

So the lighting would be a problem. On several occasions I dropped one or two of my wooden nickels and had to get on my hands and knees to find them in the dark, against a carpet pattern that provided perfect camouflage for my fallen bounty. Unless the transformation into a D&D character granted me several points of Dexterity, I'm afraid I'd be a liability in a dungeon. Which might be a good thing, because those places are dangerous. In one room, we encountered an impressive demon who appeared to be crawling from a magic censer on a table, his lower body completely invisible thanks to a trick with mirrors. The voice modulation on the accompanying audio was so warped and garbled that I think it actually lent verisimilitude to the proceedings.

"Mwrruf mwag gruff MY RIDDLE!" it said with flourish. "Blugh flaugh wahm-wow FIVE SECONDS! Gwug wuff mwrg ANSWER NOW!" "Real" demons would probably be just as marble-mouthed, which would tend to complicate things.

Despite the darkness, the clumsy hands, and the undecipherable riddle, somehow we managed to survive the True Dungeon this year, but something tells me it was a fluke. I like it here in the real world. I think I'll last longer.

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

SCALE MAIL

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

RUMORS OF MY DEATH...

As a D&D fanatic since 1978, I would like to say that these are the golden years of *Dragon* and *Dungeon* magazines. We are witnessing the peak of perfection. Your hard work and smart staff is paying off with fans like myself, who took a while to bite on third edition. Erik Mona is a large part of that, and he will be sadly missed as editor-in-chief by this old sage.

I have been running campaigns in Impiltur since I was first introduced to the Cold Lands by Douglas Niles and Michael Dobson in the old Battle System super-module *H1: Bloodstone Pass*. Impiltur has been my world for a long time, so naturally I was excited to get my hands on *Dragon* #346, which claimed "A complete Forgotten Realms Kingdom inside!" Although the Impiltur I know is much more detailed, I am stumped to see no mention in George Krashos's historical timeline of the rise of the witch-king Zhengyi of Vaasa (FR 1137, 1347 DR) or the Battle of Goliad (FR 1147, 1357 DR). Some would say this is Damarian history but tell that to the Impilturian knights who covertly fought those battles. The lich king's effect on the economy and political turmoil of Impiltur and (save one) the war-captains' discretion and political paralysis during the period of 1347 DR to 1359 DR has weakened confidence in Impiltur from her neighbors, whom she relies on for what she is good at: Trade! Maybe Mr. Krashos wishes to forget this period of the forgotten kingdom but heed this from one who has walked the Herald's Road when it was a mere foot path: It is going to take much more than a few pages of *Dragon* to announce on the cover "A Complete Kingdom." Impiltur deserves more than that.

Bryan C. Hammond
Currently in Iraq

It should probably be noted that "complete" is a somewhat relative term where magazines are concerned. The article gave an overview of Impiltur that provided enough information for new DMs to set campaigns there and for new players to weave into the backgrounds of their native characters. It is not meant to include every single piece of Impilturian information ever published in a Forgotten Realms book. Your additions are noted and presented here for completist DMs to enter into the marginalia of the article.

As for me, I'm afraid I'll be around for a while longer. While my move to Publisher of Paizo has encouraged me to leave Dungeon in the capable hands of new Editor-in-Chief James Jacobs, I retain the editor-in-chief title here on Dragon. I only just got access to the great wyrm's lair, and I'm not about to leave it behind until my work here is done.

DIRE EAGLE SCOUT

I am writing for a few reasons: A) For my communications merit badge, I need to write to the editor of my favorite magazine, or my favorite magazine editor, of which this hits both aspects. B) I want to write to say that *Dragon* is an endless supply of inspiration. I DM four gaming groups, my friend Kyle (ninja), Kyle (monk), and another of my friends Jackson (barbarian), Kyle (monk), and my other friend Joel (paladin), Kyle (monk), and another of my friends Jackson and my friends Dean (sorcerer), and Chris (rogue). I have a kensai-to-be fighter NPC in the latter two campaigns. So, as you can imagine, running three campaigns, all set in different worlds, can exhaust your ideas quickly, so *Dragon* is an inexpensive yet priceless item that I look forward to each month. C) I love some of the other articles: "Class Acts" and "Novel Approach" really get my creative juices flowing, and the "Core Beliefs: Pelor" and the "Demonomicon of Iggwilv" were phenomenal. So, I must say, keep up the good work, and I'll look forward to seeing you on maybe *Dragon* magazine's 50th anniversary, or maybe in another 30 years.

Skyler Nichol
future Eagle Scout

Consider the merit badge approved, Skyler! Thanks for your comments on the magazine. We'll keep trying to make it better each and every month. Scout's honor.

MORE KRASH PLEASE

Hey man, I just gotta say that I don't normally go out and buy issues of *Dragon* magazine, but I had to grab a copy when I heard about that article on Impiltur.

And I loved it. Dude, I swear if half of the issues had a Forgotten Realms article like that written by a guy like George Krashos, I'd be a full subscriber. You'd be surprised at how many people feel the same way. A lot of FR fans on the WotC boards and others I've talked to are looking, for exactly this type of material.

I think you should get Krash working on more stuff, cuz that one was awesome.

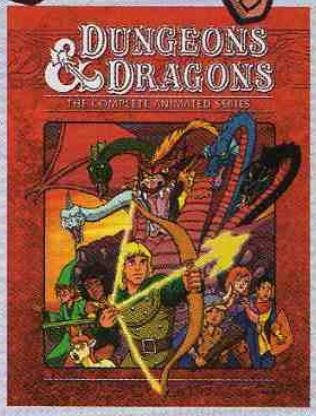
Joe Campbell
Elizabethtown, KY

D&D CARTOON CONTEST

DRAGON TALK

by Kyle Hunter

Don't you wish you could be one of those unfortunate kids sucked into a fantasy world by a roller coaster? Or that you had a reference against which you could compare your Uni the unicorn impersonation? Well, this month, BCI Eclipse and *Dragon* are ready to grant your wishes. One of our lucky readers can win a copy of the new Dungeons & Dragons cartoon DVD boxed set, containing the entire run of the show.



How? Just send an email with the subject line "D&D Cartoon Contest" to **contest@paizo.com** by December 15th. We'll announce the winner in our March issue, #353, and send off the DVDs to one randomly selected participant. So, just give us a yell and take your chance to finally get the cartoon DVDs you've been waiting two decades to own!

Will a 14-page article on the Hordelands suffice? How about a free online web supplement containing several additional pages we couldn't fit into the magazine? I strongly suggest that Forgotten Realms fans keep a close eye on Dragon in the months to come, as we will soon debut new monthly Forgotten Realms and Eberron columns that I am certain you will find more than worth your while. We also have several lengthy features on some interesting Realms locations you won't want to miss.

FACT-CHECKER WANTED, APPARENTLY

Well, it appears someone at the *Dragon* staff is not going to be able to make a Knowledge (Greek science) roll pertaining to the elements until he gains at least one more rank!

While modern pulp fiction may place "love" as the fifth element, that is not the case. In fact, I am surprised that more people do not know the five elements, because the shape of our dice are the shapes from which the five elements were derived. The d4 was considered the shape of the element fire, the d6 was the shape of the element earth, the d8 was considered the shape of air, and the d20 was the shape of water.

If you'll notice, the two dice left out are the d10 and the d12. The d10 is excluded because, unlike the others, this shape was created specifically to have ten sides, whereas the others were discovered by the Greeks because all of the sides are equilateral. The d12, good old dodecahedron, is the shape of the fifth element: cosmos. Not Milla Jovovich. Cosmos. Cosmos was the element that the Greeks believed the sky was made out of.

So, while I appreciate your sense of humor, you may need to find a hireling with more skill points in Profession (factchecker).

Zing!

Edwin Eschler
Coquille, Oregon

Yes, but does Cosmos have a multipass? —Erik Mona

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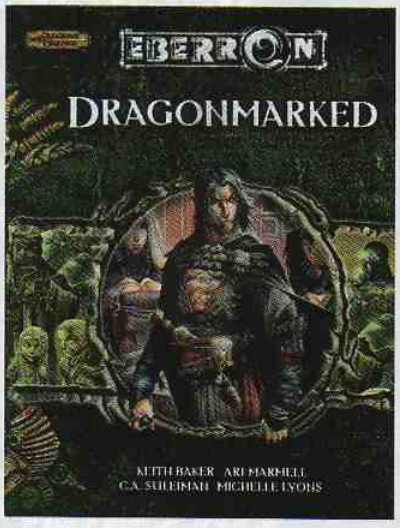
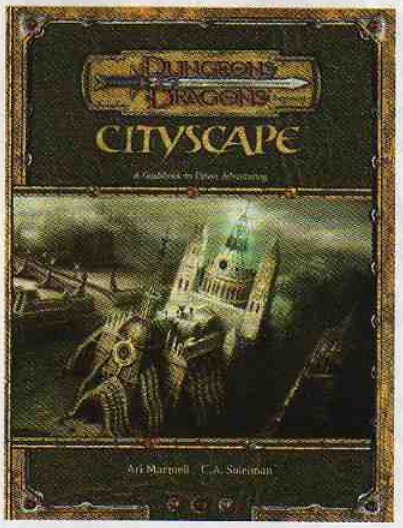


Discover the intrigues of the magic-blooded noble houses of EBERRON in *Dragonmarked*. This accessory details all thirteen dragonmarked houses along with the benefits of each bloodline, house lore, key members, and how each house fits into the campaign setting. Designers Keith Baker, Michelle Lyons, Ari Marmell, and C.A. Suleiman present prestige classes, feats, and spells beyond the expected dragonmark-specific details to look at how dragonmarks mesh with a variety of other roles and abilities, making the book as much a campaign guide as a player option for your next noble-born character.



The latest entry in the environment series offers adventuring for the urbane in *Cityscape: A Guidebook to Urban Adventuring*. New powers and perils from the city streets fill out much of the book, like subtle spells that don't incinerate crowds, new monsters that lurk in slums and sewers, and hazards like arcane pollution coiling forth from wizard labs. Designers Ari Marmell and C.A. Suleiman present a variety of plug-and-play fantasy cities—like Blackwall, the military city, or Kaddastrei, the capital city—typical districts, types of governments, specialized city adventurers, and the like. Forget the dungeon and go adventuring in your own back alley.

Always a player but never the DM? Designer Gwendolyn F. M. Kestrel presents a primer to the fine art of Dungeon Mastering with the helpful, introductory adventure, *Scourge of the Howling Horde*. This 1st-level adventure is designed for four characters—with notes on how to run it for both new and experienced players—and highlights some of D&D most classic monsters and conventions.

Another aid for DMs of all experience levels is *Dungeon Tiles Set 2: Arcane Corridors*, which contains a number of arcane effects, magical gates, a wizard's workshop, and more ready-to-use dungeon scenes.

NEXT MONTH IN DRAGON #350

Core Beliefs: Wee Jas
by Sean K Reynolds
Embrace the ways of Wee Jas and revel in the deepest mysteries of existence. Through her and her faith lies the path to magics untold, unearthly beauty, and ultimate death.

Legacies of the Ancients
by Eric L. Boyd
More planetouched races inhabit the FORGOTTEN REALMS than just aasimar, tieflings, and the elemental genasi. Four new planar-blooded races: the azer-blood, celadrin, d'hin'ni, and worghest.

Magical Pollution
by Hal MacLean
Some arcane effects even *dispel magic* can't clean up.

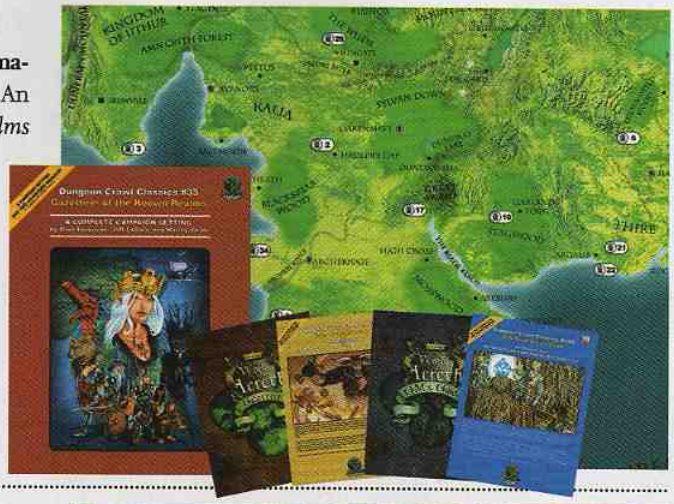
Creatures of Corruption
by Jake Manley
Discover what is spawned when magic goes awry.

Plus!
Sorcerers of EBERRON, The Ecology of the Clockwork Horror, Class Acts, First Watch, Sage Advice, Savage Tidings, comics (including Order of the Stick), and more!

reported by Shelly Baur, William Christensen, Mike L. Fiegel, and Josh Frost

THERE ARE THINGS KNOWN

Dungeon Crawl Classics #35, from Goodman Games (**goodmangames.com**), isn't just an adventure—it's a whole world. An old-school boxed set, *DCC #35: Gazetteer of the Known Realms* includes everything you need to find your way around Aereth, a new world built to host the adventures of the *Dungeon Crawl Classics* series. The set includes a GM's guide, two adventure modules and four 24" by 36" maps—more than 300 pages of content in all. "DCC World was designed with the express intent of being a classic world," said Harley Stroh, writer of the Aereth gazetteer (along with Mike Ferguson and Jeff LaSala). "(It's) detailed enough to sink your teeth into, but with enough freedom to allow for expansion in your home game."



D&D ON DVD

The ranger, the thief, the cavalier, the wizard, the barbarian, and the... acrobat? This November all of your favorite cartoon character classes take a ride on the D&D roller coaster once again with the release of the DUNGEONS & DRAGONS cartoon in a four-disk DVD boxed set. Relive the heroic tale of a group of youngsters and their pet unicorn questing to find a way home. On their way, they're guided by the elusive Dungeon Master and pursued by the evil wizard Venger. Each of the twenty-seven aired episodes are included in this set, featuring some of the most recognizable magic and monsters—like Tiamat herself—from vintage D&D nostalgia.

BLOOD WAR UNLEASHED

The endless bloodshed of the Lower Planes erupts this month with the release of *Blood War*, the eleventh set of DUNGEONS & DRAGONS *Miniatures*. The clear plastic that debuted in *War of the Dragon Queen* sees even more use with creatures like an elusive Hellcat and a Large Water Elemental, which looks like an angrily crashing wave of foaming water. Other big hitters from the planar conflict also take center stage, with Large-sized Ice Devil, Maralith, Pit Fiend, and Solar miniatures. Planar travellers and PLANESCAPE fans should also be excited to see the inclusion of a variety of their old favorite plane-walking bashers and berks, like the Harmonium Guard, Free League Ranger, and Doomguard. Find out even more with Stephen Schubert's weekly *Blood War* preview at **wizards.com/minis.**

Lord of Blades

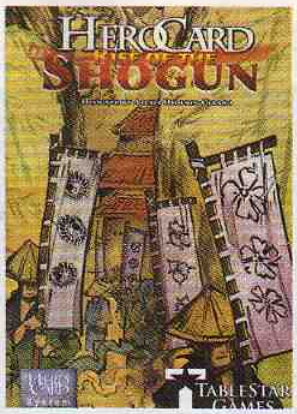
Pit Fiend

WHO'S ON FIRST?

Open Mind Games (**openmindgames.com**) takes the confusion and hassle out of initiative once and for all with the *Combat Pad*, a portable wet-and-dry erasable board that features color-coded magnets to sort out who's who and what happens when. "The Combat Pad has features that help GMs and players streamline combat," said Amber Thomas of Open Mind Games, noting features like magnets you can write on, delaying and readying sidebars for advanced tactics, a handy notes section, and a turn indicator magnet to make sure nobody misses a turn again.

GET KRAKEN

"Let no joyful voice be heard! Let no man look up at the sky with hope! Let this day be cursed by we who ready to wake... the Kraken!" After its Gen Con Indy debut and a few minor delays, Magnificent Egos's massive kraken miniatue is finally available. This enormous many-tentacled "miniature" was sculpted by Clint Staples, with the bulk of its size being made up of multiple lengthy appendages ready to squeeze the life from ship and sailor alike. More pictures and details are available at Magnificent Egos's website, **magnificentegos.com**.



RISE OF THE SHOGUN

Interested in conquering Feudal Japan in 30 minutes? Tablestar Games's (**tablestargames.com**) newest *HeroCard* release, *Rise of the Shogun*, allows players to take on the role of samurai or ninja (or miko priests and cunning princes in the expansion) in rapid-fire feudal warfare. Win by besting your rivals in a strategic, political, or martial conflict. Also, all *HeroCard* games can be played against one another, so send your ninja into *HeroCard: Galaxy* to fight the alien Mechagen or pit samurai against the To'a King in the superhero-based *HeroCard: Champion*.

KING OF "S" WORDS

King of Swords (**kingofswords.com**) offers copies of some of the coolest and most distinctive weapons in fantasy movies and video gaming. Blades like Hattori Hanzo's weapons from *Kill Bill*, Gandalf's famous blade, Glamdring, Skeletor's Sword of Battle, or, from *Final Fantasy VII*, Sephiroth's lengthy Masamune. Speaking of *Final Fantasy*, King of Swords also sells a line of materia, magical gemstones provided with either their own display stands or as magnetic attachments to weapons, and airship crystals in elegant, astrolabe-like displays.

THIS MONTH IN DUNGEON #140

The Bullywug Gambit

by Nicolas Logue

The hidden caves in Kraken Cove have long served the pirates of the Crimson Fleet as a place to stage their smuggling operations. When their latest cargo backfires, the PCs find themselves faced with something far worse than murderous pirates. A Savage Tide Adventure Path scenario for 3rd-level characters.

The Fall of Graymalkin Academy

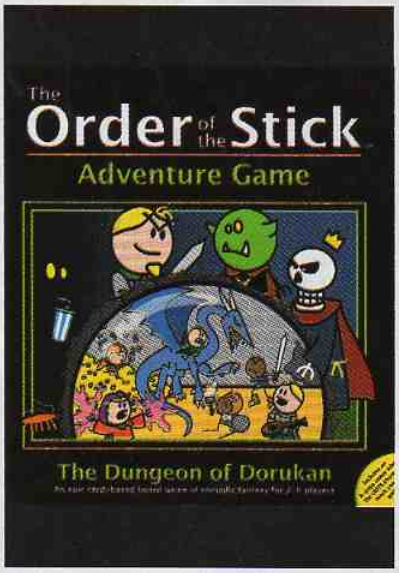
by Mark A. Hart

Prestigious Graymalkin Academy, where the rich and fortunate go to learn the ways of magic, has fallen to the enemy! Can your PCs defeat its monstrous invaders? A D&D adventure for 9th-level characters.

Heart of Hellfire Mountain

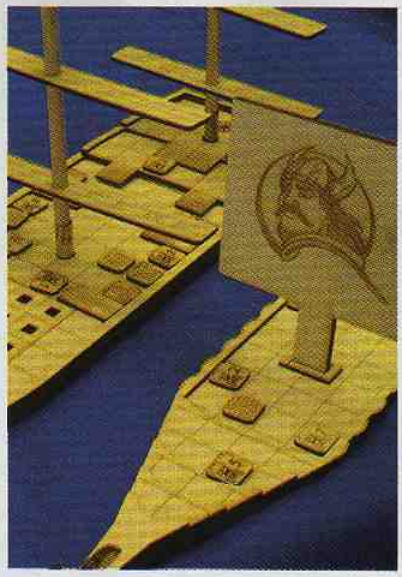
by "Weird" Dave Olson

It's one thing when fire giants cause problems for civilization, but it's another when the fire giants themselves have a problem that only adventurers can solve! Reveal what infernal plot roils at the molten heart of Hellfire Mountain. A D&D adventure for 20th-level characters.



DUNGEON OF DORUKAN

Take on the lich Xykon in *The Order of the Stick Adventure Game: The Dungeon of Dorukan*, from Giant in the Playground (**giantitp.com**) and APE Games (**apegames.com**). "A lot of familiar monsters and villains are back (Linear Guild, Creature in the Darkness, Redcloak, and of course Xykon)," said co-creator Kevin Brusky. The game is also fully illustrated by the comic's creator (and game co-creator) Rich Burlew. "We designed the mechanics to reflect the reality of OOTS," says Burlew, "namely, that the main characters are incompetent greedy fools who are willing to turn on one another at the drop of a hat."



SAVE VS. BREATH WEAPON

DragonFire Laser Crafts deals in a range of unique and customizable laser-etched wooden gaming accessories. Laser-engraved wooden dice and card boxes are just the basics here; their line of products includes Monster and Dungeon Dressing Tiles—wooden tokens suitable for use with miniatures—character "table tent" ID cards, castle-shaped GM screens, fantasy symbols, and an entire fleet of custom-made three dimensional ship sets. With even more offerings in wood and glasswork coming, DragonFire Laser Crafts' entire range of products can be found at **dragonfiresigns.com**.

THE HAUNTER OF THE ART

Cthulhu lovers rejoice, for the Great Old Ones have returned (no, not like *that*). Fantasy Flight Games (**fantasyflightgames.com**) presents the *Art of Lovecraft*, a collection of full-color artwork depicting Yog-Sothoth, Nyarlathotep, the fungi from Yuggoth, ancient shoggoths, and even mighty Cthulhu himself, as illustrated by fan favorites like Patrick McEnvoy, Michael Komarck, and Jean Tay. In all, the book's 192 pages feature some of the best Lovecraftian art around, gathered up from the *Call of Cthulhu* collectible card game, the *Arkham Horror* board game, and over a quarter century of Chaosium's *Call of Cthulhu* RPG products.

RPGA REPORT *by Ian Richards*

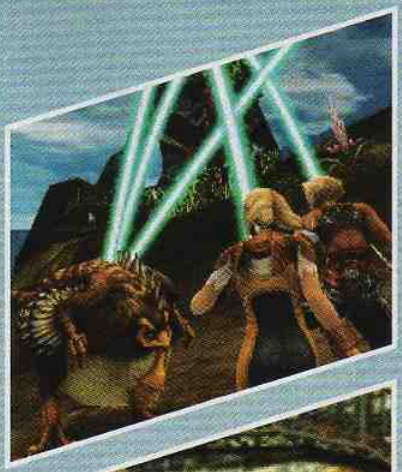
Recently, the RPGA database—the system that has held all sorts of information on thousands of RPGA players across the world—needed replacing. So, in the past weeks, we've launched a new updated database to keep track of not just all of our RPGA campaigns, but all organized play events for Wizards of the Coast games—running from the same engine. The implementation of this new database will be ongoing for the next six months, but soon we'll be able to keep track of *D&D Miniatures* players, RPGA characters and rewards, and MAGIC: THE GATHERING gamers with the same ease.

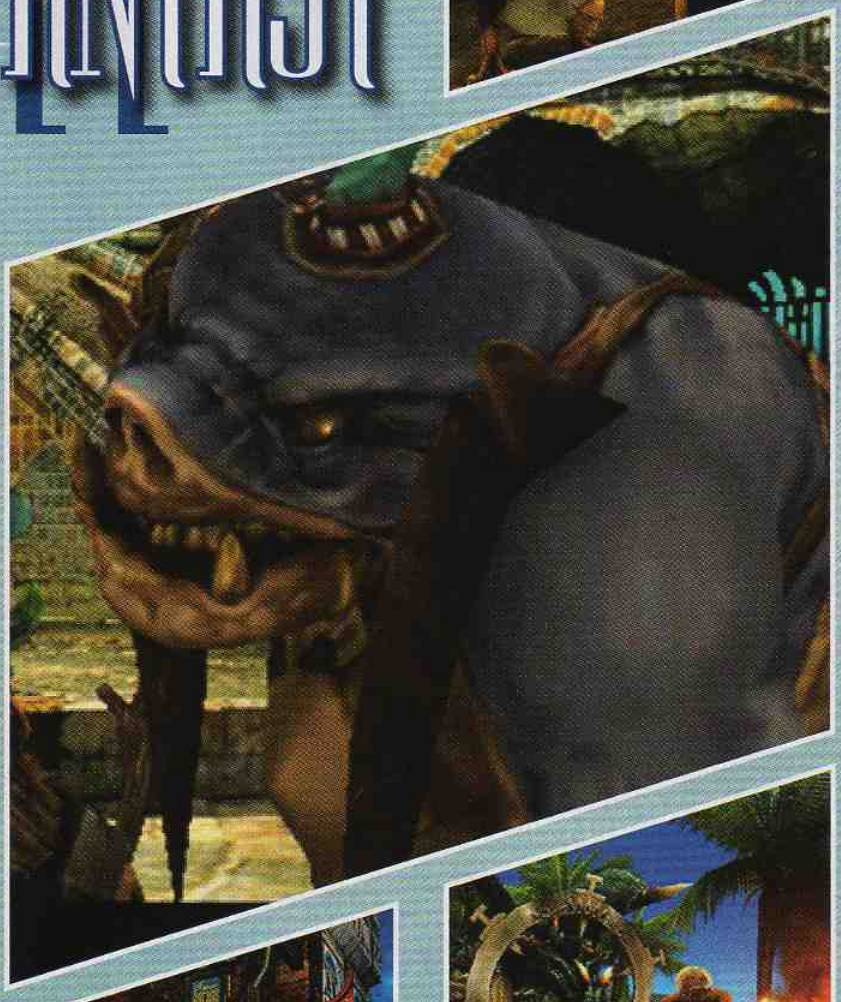
The reason I bring this up is that as we've moved into the deployment phase of this new system, we've had to switch off older systems. The process is phased so as to cause the minimum impact, but situations have occurred in the past several weeks where players reporting and updating their campaigns and characters have faced a variety of error messages and misreported information. We apologize to all of our players who met with these hassles and are doing our best to reconcile each issue. The amount of feedback regarding these issues and error messages is hugely appreciated from everyone taking the time to explain their problems. This helps us insure that everybody's information is maintained and recorded correctly and expedite future aid.

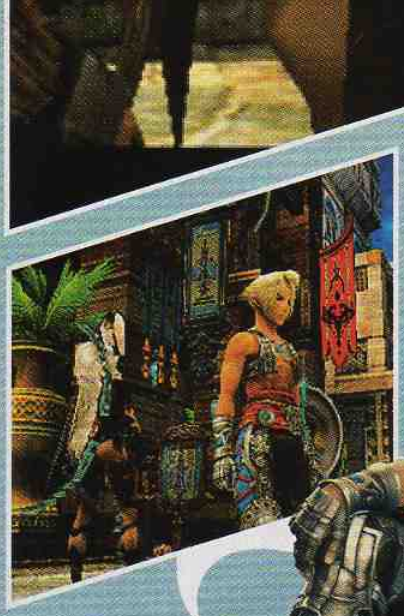
The flip side to these current problems are the future rewards, with increased functionality, ease of reporting, and a few other perks we're still working out. So, if you've had any problems reporting to the RPGA, please tell us at **wizards.com/rpga** and, again, please pardon us for any hassles.

by Joshua J. Frost • art provided by Square-Enix

Final Fantasy XII







Square-Enix's *Final Fantasy* series has boldly blended science fiction and fantasy for two decades. While always endeavoring to create new storylines and worlds with each installment, a variety of reoccurring aspects (such as chocobos and summoned monsters) have remained consistent throughout the majority. Only recently has Square-Enix returned to previously explored worlds in new games, with titles like *Final Fantasy X-2* and *Final Fantasy VII: Dirge of Cerberus*. Such is the same for their newest release, *Final Fantasy XII* (**finalfantasyxii.com**), as the world of Ivalice—previously visited in *Final Fantasy: Tactics*—is threatened once more.

The premise of XII might be familiar to fans: an idealistic Dalmascan boy named Vaan—determined to exact revenge on the occupying Archadian Empire for the death of his brother—plots to break into the palace and steal from the imperials. He gets more than he bargained for when he meets Princess Ashe, the sole surviving (and rumored dead) heir to the Dalmascan throne, and the two join forces to discover the mysteries behind the occupying nation's invasion. They travel Ivalice together, falling in with sky pirates, disgraced war heroes, freedom fighters, and more unlikely characters as their adventures influence the fate of not just an empire, but a world.

The game pushes the limits of the Playstation 2, coaxing impressive graphics out of the aging console.

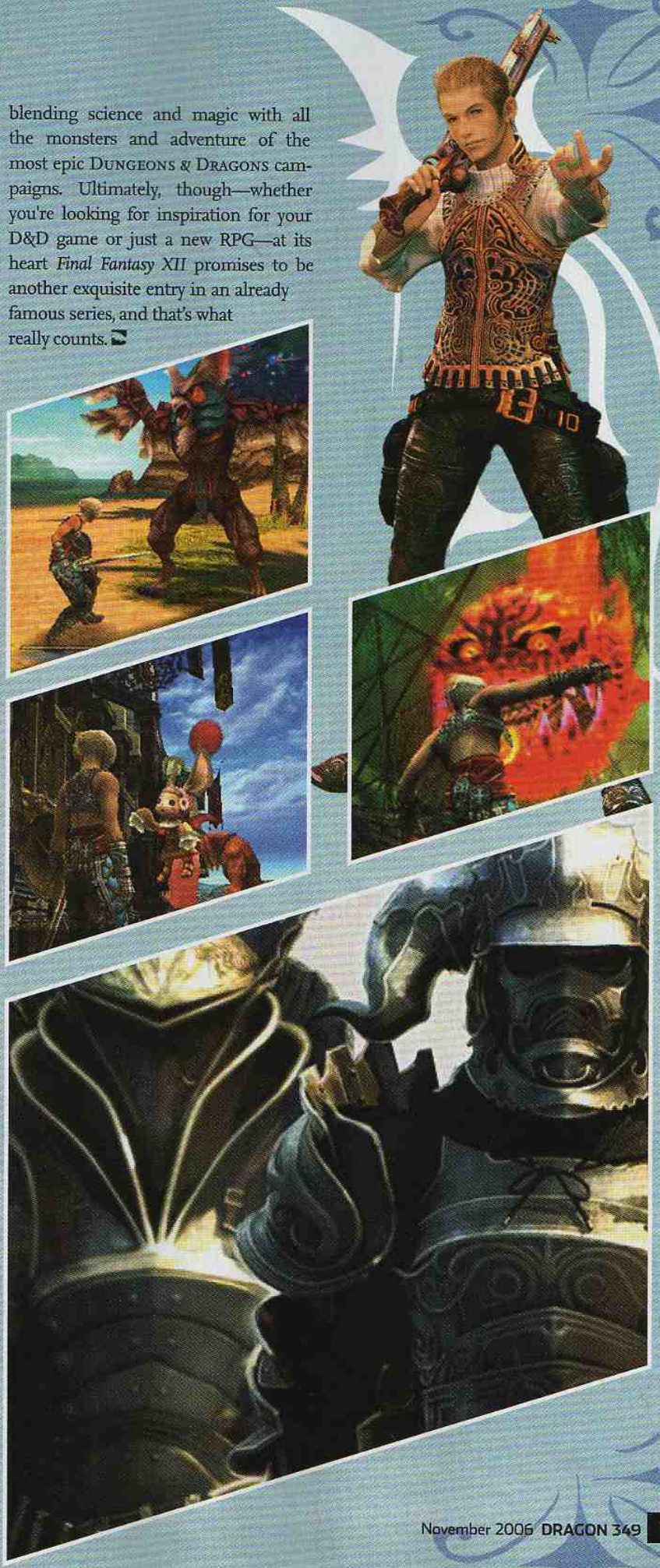
Square took extra pains to create new shading techniques that make all aspects of the game look more impressive than ever, creating a number of seamless transitions between game play and cut scenes. For example, in one cut scene you see a beautiful temple, the morning sun reflecting off its ivy-covered surface, which doesn't change a bit as the cut scene shifts back to game play. It's the same temple, the same art, and the same design, and it looks great.

Striking graphics aren't the only staple of the series making a return. A number of familiar races reappear, like the Hume (humans) who make up more than half of Ivalice's sentient population; the Viera, a long-limbed, silver-haired race with over-sized ears; and a new take on the diminutive fan-favorite Moogles, a race of bat-winged, furry little creatures with a knack for machinery and magic.

Controls for your heroes borrow heavily from Square-Enix's massively multiplayer online RPG, *Final Fantasy XI: Online*. You no longer travel with a solo character. Instead all your characters are visible at the same time. Players can toggle between each, determining whom to control directly. This interface, called the "gambit" system, provides for multiple levels of programmability which allows you to set actions and reactions based on hundreds of different scenarios. You can set your healer to cast cure on you when your hit points are low or set your warrior to take control of the battle when it gets rough—you can even program your main character, giving you the ability to move from combat to combat, potentially without doing anything more than directing your party.

As for combat, it's no longer turn based as it has been in the majority of *Final Fantasy* titles. It happens in real time, letting you roam around the countryside looking for a fight, choosing when and where the battles happen, foregoing the random encounters of previous games.

Overall, *Final Fantasy XII* is only a slight departure from previous iterations of the series. D&D players interested in but unfamiliar with the series might liken it to a highly stylized version of EBERRON, blending science and magic with all the monsters and adventure of the most epic DUNGEONS & DRAGONS campaigns. Ultimately, though—whether you're looking for inspiration for your D&D game or just a new RPG—at its heart *Final Fantasy XII* promises to be another exquisite entry in an already famous series, and that's what really counts.



HITTING THE BULLSEYE

A Comprehensive Guide to Bows and Crossbows

by Eric Cagle • illustrated by Eva Widermann

From Robin Hood to Legolas, expert bowmen and incredible feats of archery fill the pages of both real world legends and fantasy epics. As important historically as they are in fantasy, nearly anyone can make use of bows, crossbows, and their varied ammunitions with little training. Presented here is a summary of these versatile weapons from various D&D accessories, along with weapons and ammunition for the adventuring archer.

Complete Bow and Crossbow Chart

The bows and crossbows listed here are useful in almost any campaign. The damage provided for the individual weapon assumes the wielder is firing a standard bolt or arrow appropriate for that weapon.

Bow Descriptions

The weapons found on the Complete Bow and Crossbow Chart are described here, along with any special option the wielder has for their use. Unless otherwise noted, bows require at least two hands to wield, regardless of size.

Bone Bow: This powerful oversized bow is designed to fire exceptionally large arrows specially made for it. A bone bow functions as a composite longbow with regard to applying the user's Strength bonus to damage dealt with arrows fired from it. The bow has a long, thick spike protruding from both arms; these spikes are used to brace against a solid object (either the ground or overhanging protrusion or ceiling) to aid in drawing the bow's string. A character may use a bone bow as a martial weapon, but doing so imparts a –4 penalty on attack rolls, and firing an arrow from the bow requires a full-round action.

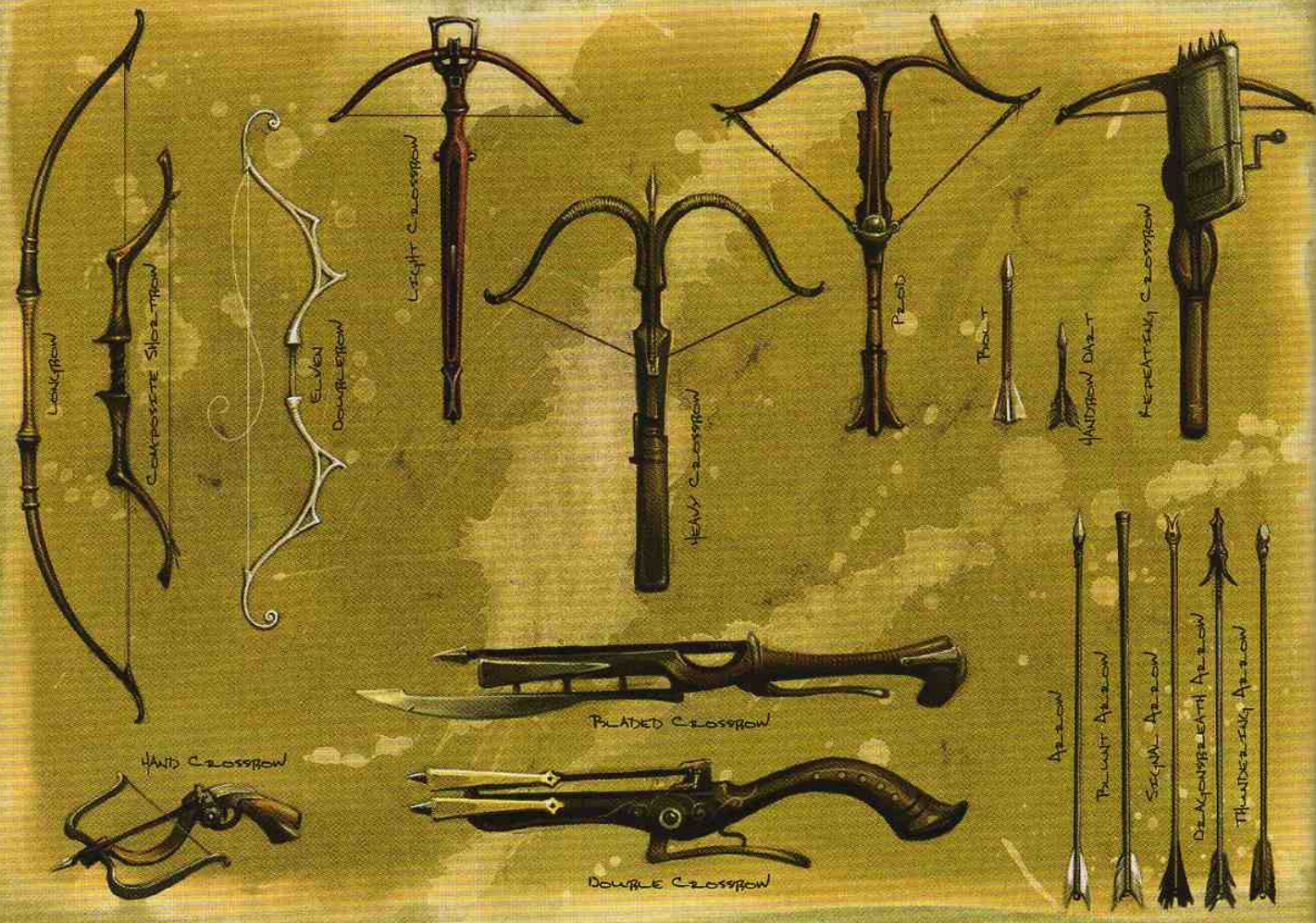
Bows and Strength Ratings

In order to avoid repeating the same information, the following applies to all composite bows and any other bows that allow increased Strength ratings.

All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating (representing an especially heavy pull) to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp for composite longbows and 75 gp for composite shortbows to its cost. For instance, a composite longbow (+1 Str bonus) costs 200 gp, while a composite longbow (+4 Str bonus) costs 500 gp.

For purposes of feats such as Weapon Focus and Weapon Specialization, a bone bow is treated as if it were a longbow; thus if you have Weapon Focus (longbow), that feat applies to bone bows as well.

Bow, Elvencraft: One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Elven bowyers have simplified the choice by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as



Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Two-Handed Melee Weapon							
Crossbow, bladed	150 gp	1d3	1d4	19–20/×2	—	8 lb.	Piercing or slashing
Ranged Weapons							
Crossbow, bladed	150 gp	1d6	1d8	19–20/×2	80 ft.	8 lb.	Piercing
Crossbow, double	100 gp	1d6	1d8	19–20/×2	80 ft.	8 lb.	Piercing
Crossbow, grapple-firing	70 gp	1d2	1d3	×2	120 ft.	12 lb.	Piercing
Crossbow, heavy	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lb.	Piercing
Crossbow, light	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lb.	Piercing
Prodd	20 gp	1d3	1d4	×2	80 ft.	4 lb.	Bludgeoning

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Ranged Weapons							
Handbow	15 gp	1d3	1d4	19–20/×2	30 ft.	1 lb.	Piercing
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing
Longbow, aquatic	400 gp	1d6	1d8	×3	60 ft. (10 ft.)	3 lb.	Piercing
Longbow, composite	100 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lb.	Piercing
Shortbow, composite	75 gp	1d4	1d6	×3	70 ft.	2 lb.	Piercing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Two-Handed melee Weapon							
Yuan-ti serpent bow	150 gp	1d4	1d6	19–20/×2	—	5 lb.	Slashing
Ranged Weapons							
Bone bow	250 gp	1d8	1d10	×3	120 ft.	4 lb.	Piercing
Crossbow, aquatic	250 gp	1d6	1d8	19–20/×2	40 ft. (40 ft.)	4 lb.	Piercing
Crossbow, great	150 gp	2d6	2d8	18–20/×2	120 ft.	14 lb.	Piercing
Crossbow, hand	100 gp	1d3	1d4	19–20/×2	30 ft.	2 lb.	Piercing
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lb.	Piercing
Crossbow, repeating light	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lb.	Piercing
Double bow, elven	1,000 gp	1d6	1d8	×3	90 ft.	3 lb.	Piercing
Footbow	150 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Greatbow	150 gp	1d8	1d10	×3	120 ft.	6 lb.	Piercing
Greatbow, composite	200 gp	1d8	1d10	×3	130 ft.	6 lb.	Piercing
Icechucker	150 gp	1d10	1d12	×3	30 ft.	12 lb.	Piercing
Yuan-ti serpent bow	150 gp	1d6	1d8	×3	80 ft.	5 lb.	Piercing

Ammunition	Cost	Dmg (S)[3]	Dmg (M)[3]	Critical	Range Increment	Weight[1]	Type[2]
Arrow, alchemist's fire (1)	75 gp	1d4	1d4	×2	×3/4[4]	1/5 lb.	Fire
Arrow, alchemist's frost (1)	75 gp	1d4	1d4	×2	×3/4[4]	1/5 lb.	Cold
Arrow, blunt (20)	1 gp	1d6[5]	1d8[5]	×2	×1/2[4]	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	×3	as weapon	3 lb.	Piercing
Arrow, flight (1)	8 gp	1d6	1d8	×3	×1-1/4[4]	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d6	1d8	×3	as weapon	3 lb.	Piercing and slashing
Arrow, signal (20)	5 gp	1d6	1d8	×3	as weapon	4 lb.	Piercing
Arrow, smoking (1)	30 gp	1d3	1d4	×2	×1/2[4]	3 lb.	Bludgeoning
Arrow, swiftwing (20)	20 gp	1d4	1d6	×3	as weapon	3 lb.	Piercing
Arrow, thundering (1)	2 gp	Special	Special	—	as weapon	1/3 lb.	Sonic
Bolt, grapple (10)	200 gp	—	—	—	as weapon	8 lb.	—
Bolt, splintering (1)	30 gp	1d4	1d6	—	30 ft.[6]	1/5 lb.	Piercing
Bolt, tanglefoot (1)	60 gp	Special	Special	—	×1/2[4]	4 lb.	—
Bolt, tumbling (1)	5 gp	1d6	1d8	19–20/×2	×1/2[4]	1/5 lb.	Piercing
Dart, fletched (20)	1 gp	—	—	—	as weapon	1/2 lb.	—

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 Weapon damages assume a longbow or composite longbow. If using a shortbow or composite shortbow, reduce the damage die one step (1d8, 1d6, 1d4, 1d3, 1d2).

4 Round the range increment up to the nearest 10-foot increment.

5 This weapon deals nonlethal damage rather than lethal damage.

6 30-foot cone.

SPECIAL MATERIALS, CONSTRUCTION, AND ENHANCEMENTS

Material	Cost
Adamantine	+60 gp per arrow/bolt
Cold Iron	x2 per arrow/bolt
Elvencraft[1]	+300 gp
Silvered	+6 gp per arrow/bolt
Steel[2]	+300 gp

1 Bows only.

2 Crossbows only.

well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. Elvencraft shortbows function as clubs when wielded as melee weapons, while elvencraft longbows function as quarterstaffs when wielded as melee weapons. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

Double Bow, Elven: This double-stringed longbow can be used as a longbow by anyone proficient in that weapon. Characters with Exotic Weapon Proficiency (elven double bow) can use the bow to fire two arrows at once. Nocking an arrow on the second string requires a move-equivalent action. Once the wielder has taken an action to load the second string, his next attack is a double shot that launches both arrows simultaneously at the same target. The wielder makes one attack roll at a –2 penalty to determine whether or not both arrows strike the target. If the attack is a critical hit, only one arrow deals extra damage. Extra sneak attack, sudden strike, and skirmish damage is also only applied once.

Footbow: This exotic weapon functions as a composite longbow but its design allows it to be used in flight, with the archer holding the bow in her feet and drawing it with one or both hands.

Greatbow: Largest of all the bows, a greatbow sized for a Medium character is 6 feet or more in length when strung. A greatbow is too unwieldy to use while mounted.

Greatbow, Composite: Similar to other bows, a greatbow follows all the normal rules for composite bows. Each point of Strength bonus granted by the bow adds 200 gp to the cost.

Handbow: A handbow is a tiny bow designed mostly for concealment and stealth rather than power and uses fletched darts rather than arrows. Wielders commonly employ poisoned darts in conjunction with a handbow. Handbows cannot be made with an increased Strength rating.

Longbow: Longbows are among the most common weapons available. A longbow is too unwieldy to use while mounted.

Longbow, Aquatic: Made by aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat (*Stormwrack*, 90), the aquatic longbow's range increment improves to 30 feet underwater.

Longbow, Composite: You can use a composite longbow while mounted. Composite bows are built with a recurve, meaning that the bow remains bow-shaped even when unstrung. For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow. Thus, if you have Weapon Focus (longbow), that feat applies both to longbows and composite longbows.

Shortbow: Shortbows are among the most common weapons available. You can use a shortbow while mounted.

Shortbow, Composite: You can use a composite shortbow while mounted. Composite bows are built with a recurve, meaning that the bow remains bow-shaped even when unstrung. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow. Thus, if you have Weapon Focus (shortbow), that feat applies both to shortbows and composite shortbows.

Yuan-ti Serpent Bow: Made from a long, curving piece of exotic wood, this bow is carved in the likeness of a serpent whose tail ends in a short metal blade. You can use a yuan-ti serpent bow either to make ranged attacks or melee attacks with the serpent blade.

When wielding a yuan-ti serpent bow, you can freely interchange melee and ranged attacks during the same round. You threaten the squares within your reach no matter how you last used the weapon.

A yuan-ti serpent bow is treated like a double weapon for the purpose of determining the cost of a masterwork version and enhancements. Weapon special abilities and enhancement bonuses for the bow portion of the weapon apply only to ranged attacks made with the serpent bow and not attacks made with the serpent blade. Special abilities and enhancements for the blade portion apply only to melee attacks.

Crossbow Descriptions

Some crossbows require two hands to wield, although some may be used one-handed—see each crossbow's description for more details.

Crossbow, Aquatic: This special version of a light crossbow is strung especially taut with thicker string and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal –2 penalty on ranged attack rolls for every 5 feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

Crossbow, Bladed: This light crossbow is crafted entirely from metal to make it as strong as possible. A small blade sits beneath the prod, allowing the crossbow to be wielded in melee combat. A bladed crossbow functions as a dagger when wielded as a melee weapons. The wielder incurs no penalty on attack rolls when using a bladed crossbow as a melee weapon.

A character wielding a bladed crossbow can freely interchange

melee and ranged attacks during the same round. When wielding a bladed crossbow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to a bladed crossbow only affect its use as a ranged weapon. Enhancements to the melee capabilities of the weapon must be added separately.

Crossbow, Double: A double crossbow has two sets of prods and strings, one above and one below—it has the strength of a light crossbow, but the weight of a heavy crossbow. The bottom bolt sits inside a covered channel, preventing it from falling out. A separate lever is used to cock each string. Normally, operating a double crossbow requires two hands.

If the double crossbow is fully loaded, you can shoot both bolts at a single target. You make one attack roll at a –2 penalty to determine whether or not both bolts strike the target. If the attack is a critical hit, only one bolt deals extra damage. Extra sneak attack damage is also only applied once.

Crossbow, Grapple-Firing: This device helps adventurer's scale walls, bridge chasms, escape down sheer cliffs, and the like. A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 feet of thin, light rope.

A successful shot at an appropriate target indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful DC 15 Climb check. Failure brings one of three results: the grapple simply failed to snag anything, it has lodged but is not secure enough to support a character's weight, or there's simply nothing there for it to catch. In the first case, the user can simply recoil the rope and try again. In the second case, a successful DC 15 Use Rope check made before anyone tries to climb reveals the instability. The user cannot free the grapple but may fire another. Should anyone try to climb the unstable rope, the grapple gives way after the climber has progressed 2d10 feet. Determine damage normally for the resulting fall. In the third case, retries automatically fail.

Crossbow, Great: You draw a great crossbow by turning a winch. Loading a great crossbow is a full-round action that provokes an attack of opportunity. Normally, operating a great crossbow requires two hands.

Crossbow, Hand: This exotic weapon is common among rogues and others who favor stealth over power. You can draw a hand crossbow back by using two hands. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. When shooting with a hand crossbow in each hand, you take a penalty on attack rolls as if attacking with two light weapons (see Table 8-10: Two Weapon Fighting Penalties, page 160 in the *Player's Handbook*).

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. You can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. When shooting with a light crossbow in each hand, you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds five crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of five bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. You must fire the weapon with two hands in order to use the reloading lever, however, and you must use two hands to load a new case of bolts.

Crossbow, Steel: Steel crossbows are crafted entirely from metal and made to withstand being used as a melee weapon. A steel crossbow is heavier than a normal crossbow. In melee, a light steel crossbow functions as a light mace and a heavy steel crossbow functions as a heavy mace. The wielder incurs no penalty on attack rolls when using a steel crossbow as a melee weapon.

A character wielding a steel crossbow can freely interchange melee and ranged attacks during the same round. When wielding a steel crossbow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to a steel crossbow only affect its use as a crossbow. Enhancements to the melee capabilities of the weapon must be added separately.

Icechucker: The icechucker appears to be a large crossbow at a casual glance, larger even than a heavy crossbow. Its launching mechanism is designed to fire large shards of ice (usually icicles) rather than regular crossbow bolts. You draw an icechucker by pulling on a thick lever on the underside of the weapon. Loading an icechucker is a full-round action that provokes attacks of opportunity. If icicles aren't handy to load into an icechucker, it can also be used to fire a javelin, dealing the same damage.

Prodd: The prodd resembles a light crossbow but is designed to fire the same lead bullets used in slings. It deals less damage than a regular crossbow, but ammunition is cheap and rocks may be used in a pinch. You draw a prodd back by pulling a lever. Loading a prodd is a move action that provokes attacks of opportunity. Normally, operating a prodd requires two hands. You can shoot, but not load, a prodd with one hand, incurring a –2 penalty on attack rolls. When shooting with a prodd in each hand, you take a penalty on attack rolls as if attacking with two light weapons.

FIRING CROSSBOWS

Unless otherwise noted, you can fire a crossbow with both hands without penalty. You can shoot, but not load, a crossbow with one hand at a –4 penalty on attack rolls. You can shoot a crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons (see page 160 of the *Player's Handbook*). These penalties are cumulative with the penalty for firing the crossbow one-handed.

This penalty is cumulative with the penalty for one-handed firing. You can fire ordinary stones with a prod, but the stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you (for instance, 1d3 instead of 1d4, or 1d2 instead of 1d3). Due to the velocity of the shot, there is no penalty to attack rolls when using rocks in this manner.

Ammunition

The ammunition for bows and crossbows allow these versatile weapons to be used in a variety of situations, from subduing opponents at range to signaling allies over long distances.

Adamantine Arrows and Bolts: Ammunition fashioned from adamantine has a natural ability to bypass hardness when sundering weapons or attack objects, ignoring hardness less than 20. Adamantine is so costly that ammunition made from it is always of masterwork quality. Thus, adamantine ammunition has a +1 enhancement bonus on attack rolls.

Alchemical Silver Arrows and Bolts: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes. On a successful attack with a silvered weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage).

Arrows and Bolts: An arrow or bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in leather quivers that hold 20 arrows; bolts come in cases that hold 10 bolts. An arrow or bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrow, Alchemist's Fire: Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of fire damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful DC 15 Reflex save to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Fully submerging in water automatically extinguishes the flames.

Arrow, Alchemist's Frost: Similar in design to the alchemist's fire arrow, this arrow instead carries an alchemical compound that creates a spray of intense cold. If the arrow strikes a target, the arrow immediately shatters and deals 1d4 points of cold damage.

Arrow, Blunt: These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Arrow, Dragonsbreath: A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the

alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire. A dragonsbreath arrow can't be reused on a miss.

Arrow, Flight: The light shaft and special design of this masterwork arrow increases a bow's range increment by 25 feet.

Arrow, Serpentstongue: Arrows aren't very useful for attacking objects, so elves developed the serpentstongue arrows. These arrows have sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow. A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Arrow, Signal: This arrow is specially designed to emulate a bird's call when fired. A successful DC 20 Knowledge (nature) check determines whether the sound comes from a bird or another source. The intricate carvings on the arrow's shaft make it clumsy in flight, imposing a –2 penalty on attack rolls.

Arrow, Smoking: The front portion of this arrow is made of the same substance used to make smokesticks. It is commonly used as a signaling device. When lit and fired within the same round, it leaves behind a trail of thick, black smoke (too thin to obscure sight). When the arrow hits, it deals no damage, but fills a 10-foot cube with smoke as a smokestick.

Arrow, Swiftwing: These arrows are made slightly longer than normal, with a small, aerodynamic head and enlarged fletching for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (–1 per range increment rather than the usual –2).

Arrow, Thundering: Thundering arrows are tipped with thunderstones (*Player's Handbook*, 129). A hit from a thundering arrow deals no damage but triggers the thunderstone's sonic attack. Thundering arrows that miss should be treated as an attack with a thrown splash weapon (*Player's Handbook*, 158).

Bolt, Splintering: A splintering bolt is actually a dozen smaller bolts loosely bound together and designed to come apart from the force of being fired. When fired, the bolts separate, creating a 30-foot cone of metal-tipped splinters. No attack roll is required. Creatures in the cone take 1d6 points of damage (1d4 points of damage for a Small crossbow). This damage is reduced by half with a DC 15 Reflex save.

Bolt, Tanglefoot: Tanglefoot bolts are tipped with a large, round ball that contains a tanglefoot bag (*Player's Handbook*, 128). A hit from a tanglefoot bolt deals no damage but triggers the tanglefoot bag's ensnarement. Tanglefoot bolts that miss should be treated as an attack with a thrown splash weapon (*Player's Handbook*, 158).

Bolt, Tumbling: A tumbling bolt resembles a standard crossbow bolt save for a few tiny holes and vents along the shaft. A tiny channel allows air to pass through the bolt when it is fired, which causes the bolt to tumble through the air. Opponents targeted by a tumbling bolt can apply only half their Dexterity modifier to their AC (if positive, rounded down) due to the unpredictable tumble of the approaching missile. A tumbling bolt has only one-half its normal range increment.

Dart, Fletched: This ammunition is used exclusively with the handbow. Fletched darts are smaller than arrows and lighter than conventional darts—the fletching gives them stability when fired. Fletched darts are too small and fragile to be used as improvised weapons in melee.

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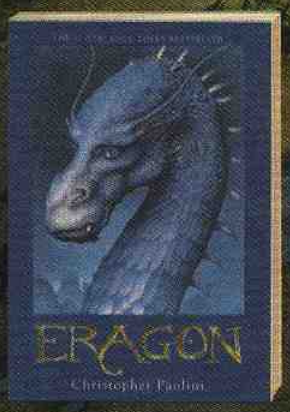
SWORDS CLASH...
EVIL REIGNS



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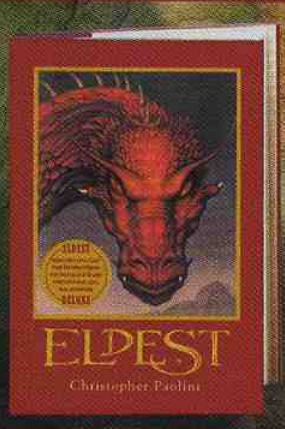

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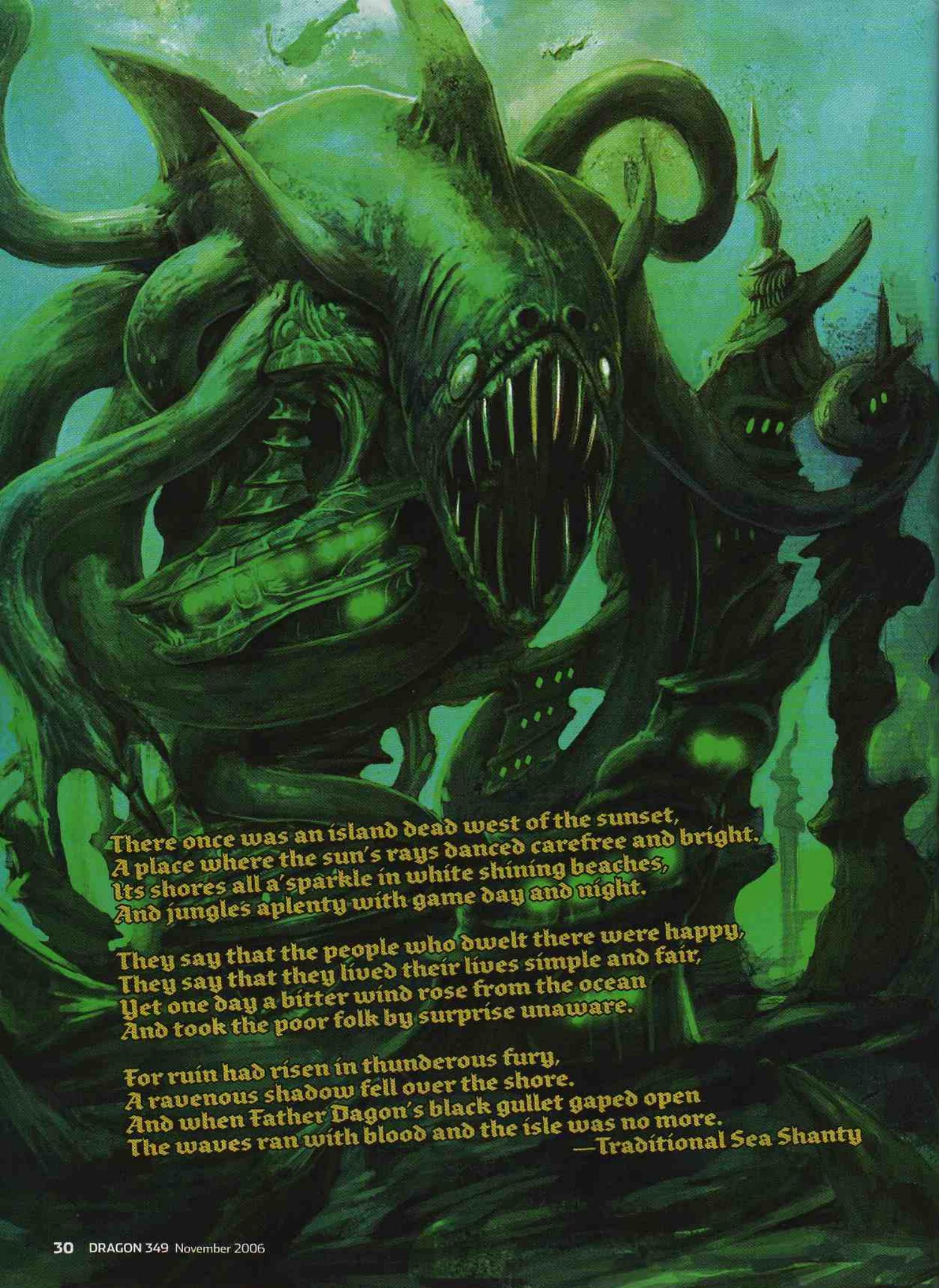


There once was an island dead west of the sunset,
A place where the sun's rays danced carefree and bright.
Its shores all a'sparkle in white shining beaches,
And jungles aplenty with game day and night.

They say that the people who dwelt there were happy,
They say that they lived their lives simple and fair,
Yet one day a bitter wind rose from the ocean
And took the poor folk by surprise unaware.

For ruin had risen in thunderous fury,
A ravenous shadow fell over the shore.
And when Father Dagon's black gullet gaped open
The waves ran with blood and the isle was no more.

—Traditional Sea Shanty

Demonomicon of Iggwilv

DAGON

Prince of Darkened Depths

by James Jacobs • illustrated by Andrew Hou

The oceans of the world are ancient places, mysterious realms with hidden treasures and unfathomable dangers. As with the mortal realm, so in the primal depths of the Abyss. In the Age Before Ages, the Abyss existed in a primordial state that was, if anything, more horrifying than its current incarnation. This was a time before the tanar'ri, before mortal life on the Material Plane, a time even before the gods themselves came to be. The primeval Abyss was not without life, though. It was infested by the first race of demons—the obyriths. And in the Abyssal oceans, this life was particularly fecund and foul.

Most of the obyriths avoided the deeper layers of the Abyss, for at this time these realms were too hostile even for a race such as they. The majority of the obyriths clustered and swarmed and fought and bred upon the infinite reaches of the realm that would one day be known as Pazunia, and those who proved the mightiest rose to become the first Abyssal lords. Creatures like many-eyed Cabiri, immense Bechard, shrieking Pazuzu, and festering Ubothar ruled this ancient realm. And most powerful of them all was mighty Obox-ob, the first Prince of Demons.

Yet there were other obyriths lurking even deeper in the Abyss as well. Burrowing Ugudenk spent countless millenniums chewing its way through the foundations of the Abyss. The enigmatic and nameless entity that would eventually be known as Pale Night brooded in a twisted spire, lost among the images of what reality tried to cloak her hateful shape behind. Gibbering and poisonous Vroth-Khun built towers from the bodies of his slain spawnlings, only to consume them and start again. And in an immense realm of endless dark water, a hideous shadowy shape watched them all, observing silently as the time of great change it felt approaching drew near.

That time was the rise of the Queen of Chaos. This powerful obyrith did something that no other had thought to do. She looked past the Abyss, and discovered something unthinkable—life had sprung up in those realms beyond. When this life began to seep into the Abyss, the obyriths quickly learned to shape these spirits, and by enhancing the evil and chaos they found in them, they created the first tanar'ri—twisted parodies and mockeries fit only for slaves and worse. As the obyriths came to know the other planes, the Queen of Chaos knew it was for her to bring ruin to these realms, and so she marshaled those obyrith lords she could to her banner and murdered or imprisoned the rest. Cabiri was imprisoned in the Wells of Darkness. Bechard was beached on his own deviant shores. Ubothar and Vroth-Khun were cast out of the Abyss entirely and imprisoned in other realms. And in a battle that nearly sundered the Abyss itself, the Queen of Chaos murdered Obox-ob and gifted his crown to one of a new breed of demon, Miska, a tanar'ri lord the Queen of Chaos had taken as her consort. With Obox-ob's death, the surviving obyrith lords joined her cause with rapidity.

All but one. Deep in that realm of endless dark water, the hideous shadow alone resisted the Queen's call. And when Miska the Wolf-Spider marched on the Fields of Pesh and was laid low by the Wind Dukes of Aqaa, and when the surviving obyriths fled back to the Abyss and were hunted to near extinction by the eladrin court, this shadowy shape

watched and waited. The time of the obyrith had come and gone. The Abyss belonged to the tanar'ri now, yet the shape knew that this time would come to an end as well. Dagon waits, patient and potent, confident that when the tanar'ri fall, he will still remain, as he has done since a time when the gods themselves were but a possibility in the infinite.

DAGON, PRINCE OF THE DARKENED DEPTHS

The glistening bulk of the ocean's deepest nightmare heaves itself out of the gloom, a writhing storm of hook-suckered tentacles shrouding what might otherwise be a sinuous, eel-like body. Its longest tentacles end in five-fingered talons that grasp and clutch, while its head is that of a nameless deep-sea fish melded with a leering, primordial intelligence. Immense translucent teeth the size of masts curve from its lipless maw.

DAGON **CR 30**

CE Colossal outsider (aquatic, chaotic, evil, extraplanar, obyrith)

Init +6; **Senses** darkvision 240 ft., true seeing; Listen +44, Spot +44

Aura form of madness (120-ft. radius, Will DC 31)

Languages Abyssal, Aquan; telepathy 100 ft.

AC 50, touch 4, flat-footed 48 (–8 size, +2 Dex, +46 natural)

hp 709 (33 HD); fast healing 25; **DR** 20/cold iron, epic, and lawful

Immune cold, mind-affecting effects, poison

Resist acid 10, electricity 10, fire 10; **SR** 43

Fort +35, **Ref** +20, **Will** +26

Spd 30 ft., swim 120 ft.

Melee 4 tentacles +43 (3d6+18/19–20 plus poison) and 2 claws +41 (3d6+9) and bite +41 (3d8+9)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacles)

Base Atk +33; **Grp** +67

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Swim-By Attack, constrict 3d6+18, improved grab, swallow whole

Special Actions doomsong, revelation

Spell-Like Abilities (CL 24th)

At will—*astral projection*, *chaos hammer* (DC 19), *cloak of chaos* (DC 22, deflection and resistance bonuses included above), *control water*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fly*, *greater dispel magic*, *greater teleport*, *insanity* (DC 22), *nightmare* (DC 20), *plane shift* (DC 22), *shapechange*, *telekinesis* (DC 20), *unhallow*, *vision*, *word of chaos*

3/day—quickened *greater dispel magic*, *horrid wilting* (DC 23), quickened *insanity* (DC 22), *maelstrom** (DC 23), *rapture of the deep** (DC 21), *symbol of insanity* (DC 21)

1/day—*gate*, *doom of the seas**

Abilities Str 46, Dex 14, Con 44, Int 24, Wis 27, Cha 20

SQ amphibious, freedom of movement, obyrith traits (see sidebar)

Feats Ability Focus (doomsong), Combat Expertise, Combat Reflexes, Dark Speech*, Improved Critical (tentacle), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Quicken Spell-Like Ability (*greater dispel magic*, *insanity*), Swim-By Attack

Skills Bluff +41, Concentration +53, Escape Artist +38, Hide +22, Intimidate +45, Knowledge (arcana) +43, Knowledge (history) +43, Knowledge (religion) +43, Knowledge (the planes) +43, Listen +44, Move Silently +38, Perform (song) +41, Sense Motive +44, Spot +44, Swim +62

* see the Dagon's Feats and Spell-Like Abilities sidebar.

Amphibious (Ex) Although Dagon is aquatic, he can survive indefinitely on land.

Constrict (Ex) Dagon deals 3d6+18 points of damage with a successful grapple check, in addition to damage from his tentacle attack.

Doomsong (Su) Once per day as a full-round action, Dagon can create a hypnotic, rumbling song that lures nearby creatures to his location. Dagon's doomsong is as much a sonic effect as a mind-affecting ability, so a creature must be immune to both kinds of effects to escape the lure. The doomsong affects all creatures in a 300-foot-radius spread.

All creatures in the doomsong's area can try to resist its effects with a DC 33 Will save. Failure indicates that the creature becomes hypnotized by the song and can do nothing but attempt to reach the source of the song by whatever means possible. Hazardous environments are ignored—an air-breathing creature blissfully walks into the ocean to reach Dagon if he succumbs to this effect. Once a creature reaches Dagon, it stands motionless before the demon, listening quietly to the song.

Dagon must concentrate to maintain his doomsong, and can continue singing for up to 1 minute before he must stop. The save DC is Charisma-based.

Form of Madness (Su) Any creature within 120 feet that observes Dagon must make a DC 31 Will save. Failure indicates the creature develops an overwhelming fear of the ocean and its depths. As long as the ocean is in sight, the creature is distracted with fear and takes a –4 penalty on Will saving throws. He also takes a –4 penalty on attack rolls against creatures with the aquatic subtype. On the first round of combat against a creature with the aquatic subtype, the character must make a DC 31 Will save or be paralyzed with fear for 1d6 rounds. A *heal* or *greater restoration* spell can cure the effects if the caster succeeds on a DC 35 caster level check. *Miracle* or *wish* automatically cures the condition. This fear of the ocean is overridden by Dagon's doomsong.

A creature that makes this save is immune to Dagon's form of madness for 24 hours. This is a mind-affecting fear ability that does not affect chaotic evil outsiders. Even creatures that are immune to fear can be affected by Dagon's form of madness, although they suffer its effects for only 1 hour if they fail their saving throw—for all other creatures, the effect is permanent until magically cured. The save DC is Charisma-based.

Freedom of Movement (Su) Dagon is constantly under the effects of a *freedom of movement* spell, and can suppress or activate this ability as an

About the Stats

The statistics for the CR 30 version of Dagon presented here were generated by advancing the demon lord's basic statistics from the CR 23 version detailed in *Fiendish Codex I: Hordes of the Abyss*, with a few additional benefits here and there. If your campaign needs an even tougher Prince of the Darkened Depths, you can advance Dagon's statistics even further, either using the method presented in *Fiendish Codex I* or the standard rules for advancing outsiders detailed in the *Monster Manual*.

Dagon's Feats and Spell-Like Abilities

Some of Dagon's spell-like abilities and feats are from *Stormwrack*. If you don't use this book in your campaign, you should replace these spells as follows: replace *doom of the seas* with *storm of vengeance*, *maelstrom* with *earthquake*, and *rapture of the deep* with *flesh to stone*.

The Swim-By Attack feat functions identically to Flyby Attack, save that it functions when a creature is swimming rather than flying.

Dark Speech is a feat from *Fiendish Codex I*. If you don't have access to this book, replace this feat with Iron Will.

Obyrith Subtype

The strange and horrific obyriths are primeval demons from eons past, the denizens of an Abyss that wrought its chaos and evil upon the multiverse before the advent of intelligent life on the Material Plane. Their forms are hideous to behold, rarely if ever incorporating elements possessed by mortal creatures. Obyriths dwell only in the most remote corners of the Abyss. Their kind has been in decline since the rise of tanar'ric power in the Abyss, although a few tenacious examples continue to make their presence known on key layers.

Obyrith Traits: An obyrith possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to mind-affecting attacks and poison.

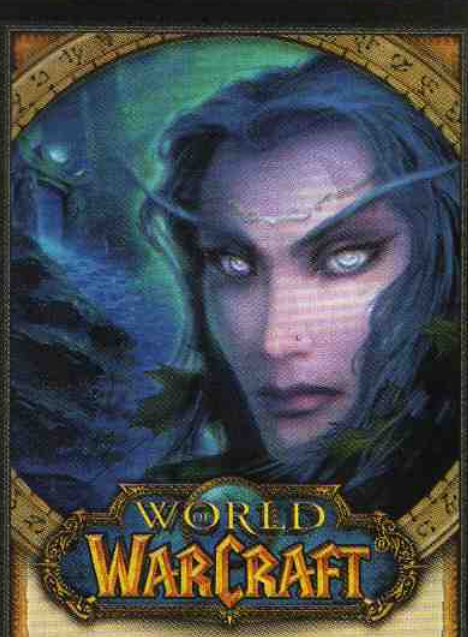
—Resistance to acid 10, cold 10, electricity 10, and fire 10.

—*Fast Healing:* All obyriths have fast healing; the exact amount is indicated in the specific creature's entry.

—*Form of Madness (Sp):* Obyriths appear in forms so noxious and horrific that those who observe them and are within 60 feet are subject to madness. When a creature first encounters an obyrith, it must make a Will save (DC = 10 + 1/2 the obyrith's HD + the obyrith's Charisma modifier). Failure indicates that the victim suffers some permanent form of madness or insanity. The type of malady and its duration depends on the obyrith. A creature that makes a saving throw against an obyrith's form of madness is immune to that particular effect for 24 hours. Blindness is no protection against an obyrith's form of madness—its presence is an affront to all five senses. This is a mind-affecting effect. Chaotic evil outsiders are immune to an obyrith's form of madness. The insanity caused by an obyrith's form of madness is permanent in most cases, but may be removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*.

—*True Seeing (Su):* An obyrith sees the world for what it truly is, and is under the constant effect of *true seeing*. This effect cannot be dispelled.

—Telepathy.



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immediate action. This effect cannot be dispelled.

Improved Grab (Ex) To use this ability, Dagon must hit an opponent of any size with a tentacle or bite attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check with a tentacle attack, he establishes a hold and can constrict. If he wins the grapple check with a bite attack, he establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex) Tentacle—injury, Fort DC 43, 3d6 Str/3d6 Con. The save DC is Constitution-based.

Revelation (Su) Dagon can impart knowledge upon those who beseech him for such a gift—he can even impart knowledge on those who do not seek it. Granting a revelation is a free action for Dagon, but he may only do so once every 1d4 rounds. He may grant a revelation to any creature with an Intelligence score of 3 or higher within 100 feet to which Dagon can communicate with telepathically. The revelation granted is Dagon's to choose, he may or may not grant the information requested, at his whim (although if given a sacrifice of proper quality, such as a good-aligned creature or an item worth at lest 20,000 gp, he typically grants the requested information).

If the target is unwilling, it can resist the revelation by making a DC 31 Will save. A creature affected by the revelation gains the information Dagon imparts (typically in the form of an instantaneous *legend lore* spell), but also takes 1d20 points of Wisdom drain as its mind and that of the obyrith lord momentarily mesh. Once a creature receives a revelation from Dagon, it suffers a –4 penalty on all Will saves against Dagon's supernatural and spell-like abilities for 24 hours. Penalties for multiple revelations stack. The save DC is Charisma-based.

Swallow Whole (Ex) Dagon can try to swallow a grabbed opponent of Huge size or smaller by making a successful grapple check. A swallowed creature takes 4d6+18 points of bludgeoning damage and 4d6 points of acid damage per round from Dagon's stomach. Worse, a swallowed creature suffers 1d20 points of Wisdom drain per round as his mind and soul begin to merge with Dagon's. A creature reduced to 0 Wisdom or slain by the damage is absorbed by the obyrith lord, who immediately gains the effects of a *heal* spell (using the creature's total Hit Dice as the caster level). Creatures destroyed in this manner may only be restored to life via a *miracle* or *wish* spell. Finally, a creature inside Dagon's stomach must succeed on a DC 43 Fortitude save or be nauseated by Dagon's digestive juices for 1d4 rounds. The save DC is Constitution-based.

A swallowed creature can cut its way out by using a light slashing or piercing weapon after dealing 100 points of damage to the stomach (AC 33). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Dagon's stomach can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Dagon dwells in the unknown depths of the 89th layer of the Abyss, an eternal ocean known as Shadow-sea. Ancient beyond knowing, predating the gods themselves, Dagon is a demon lord of great power and even greater mystery. His form is maddeningly indistinct and so immense that just when one might think his true shape is revealed, new tentacles and flukes unfold and emerge from the blackness of the surrounding sea.

Any nondemon who views Dagon is subjected to his form of madness. Against those who are able to resist his maddening form, Dagon prefers to ruin them with his physical attacks, coupled with quickened *insanity* spells, for the first three rounds of combat. He is never encountered without having already activated a *cloak of chaos* spell-like ability. Few creatures can withstand the Prince of the Darkened Depths in melee, but in those rare and epic clashes with equal foes, Dagon fights with more caution, opening with *gate* and *doom of the seas* to send lesser minions against the foes to test their tactics and weaknesses, supporting his minions with ranged attacks like *horrid wilting* or *rapture of the deep*.

When attacked underwater by enemies who utilize magic to survive, Dagon is quick to blast away with *greater dispel magics* (two per round until his three quickened *greater dispel magic* spell-like abilities are depleted for the day). Often, such a devastating opening attack is all the Prince of the Darkened Depths need do, as the crushing depths of the sea itself finish off his foes with remorseless efficiency.

DAGON'S GOALS

Dagon's goals, for the most part, remain as mysterious and unknowable as the obyriths themselves. What is certain is that the Prince of the Darkened Depths views the passage of time on a scale that few other creatures in the multiverse care to contemplate. To Dagon, the passage of centuries is of no consequence. Entire worlds are born and die without catching the demon's briefest attentions. He spends longer periods of time adrift on currents deep in his realm of Shadowsea, dreaming what dreams only a cosmic singularity as he could dream.

Yet this is not to say Dagon is beyond the ken of the Abyss. The obyrith lord has created a vast empire in Shadowsea, and allows many of the petitioners there to dwell as they did in life only so he might have a ready source of entertainment should the need for destruction or ruin strike. His power is great, and Shadowsea remains one of the few Abyssal realms that has never suffered a major incursion from another realm. In many ways, the tanar'ri fear mighty Dagon; a creature they feel may be as old as the Abyss itself is not something to be trifled with.

Dagon has few alliances with other demon lords, but his most notable is certainly that with Demogorgon. Shadowsea lies, in a sense, directly under Demogorgon's realm of Gaping Maw, and the two demon lords often visit the other's courts. Demogorgon allows Dagon to visit Gaping Maw to harvest new petitioners to repopulate cities in Shadowsea, and in return, Dagon serves as a sort of oracle for the Prince of Demons, imparting to him information about the nature and history of the Abyss that no other source can reveal. Some whisper that it is through these secrets alone that Demogorgon has been able to maintain his hold on his title for so long. Other demon lords sometimes visit Dagon for advice, yet they must do so without attracting Demogorgon's ire. The Prince of Demons does not share his alliances lightly.

Dagon has had enemies among the demon lords before, yet has always sent them to their doom. Currently, only one demon lord actively fights against Dagon—a relatively minor entity named Lascer, Lord of the Shadow Shoal. A frightfully emaciated aquatic tanar'ri lord whose strengths lie in assassination and murder, stories are told of Lascer using dozens of worlds on the the Material Plane to train and build a small army of epic assassins with whom he hopes to one day assault Dagon in his lair. Dagon knows these rumors, and while his cult opposes the Shadow Shoal on the Material Plane, the Lord of the Darkened Depths himself has yet to take action against Lascer. Perhaps this is because Dagon knows the truth behind the rumors that Lascer has forged an alliance with Obox-ob (who managed to survive his death so long ago and now festers at the very foundation of the Abyss), or perhaps it is because Dagon simply does not fear the tanar'ri lord in the slightest.

DAGON'S CULT

Although Dagon's interest in them rarely goes beyond the act of sending an aspect in response to *planar ally* spells, the Lord of the Darkened Depths has active cults on the Material Plane. Many aquatic races venerate him as a god, including krakens, some chuuls, sea hags, and water nagas. The most fanatic of these worshipers are certain ancient tribes of kuo-toa that dwell in the open depths of the sea and who have never heard of Blibdoolpoolp. These kuo-toa believe they are the primal race, and that one day

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Sea longing, song of Dagon 1/day	—
2	+1	+3	+0	+3	First invocation	+1 level of existing spellcasting class
3	+1	+3	+1	+3	Song of Dagon 2/day	+1 level of existing spellcasting class
4	+2	+4	+1	+4	Voice of rapture	+1 level of existing spellcasting class
5	+2	+4	+1	+4	Song of Dagon 3/day	+1 level of existing spellcasting class
6	+3	+5	+2	+5	Second invocation	—
7	+3	+5	+2	+5	Song of Dagon 4/day	+1 level of existing spellcasting class
8	+4	+6	+2	+6	Contact Dagon	+1 level of existing spellcasting class
9	+4	+6	+3	+6	Song of Dagon 5/day	+1 level of existing spellcasting class
10	+5	+7	+3	+7	Third invocation	+1 level of existing spellcasting class

Skills (4 + Int per level): Appraise, Bluff, Concentration, Craft, Disguise, Intimidate, Knowledge (nature), Knowledge (religion), Knowledge (the planes), Perform, Profession, Survival, Swim.

Dagon will return to them to raise the seas and flood the lands of the other races of the world. Yet the sahuagin have, in most regions, hunted these kuo-toa mercilessly, viewing them (rightfully so) as a threat to their own traditions. While the kuo-toa of the deeps teeter on extinction, they do not despair. They know Dagon will come soon to lead them to victory. Rarest of Dagon's worshipers are those few outcast aboleth who, through insanity or disease, have found faith and sought him out as a way to enhance their personal power.

Along the coastlines of the world's nations, a far more insidious brand of Dagon cult festers. These are cults of humanoids who have been infiltrated by small bands of Dagon-worshiping kuo-toa, infected with promises that Dagon will protect them in ways their other deities cannot. The kuo-toa target regions of fading prosperity, desperation, and rural ignorance, rewarding allegiances with gold and abundantly fine fishing and punishing resistance with genocidal raids upon entire villages and towns. Settlements that fall to Dagon's influence become insular, shun outsiders, and often take to mixing with the fish-folk of the deep. The young born of these blasphemous unions seem normal at first but quickly deform into kuo-toa as they age, eventually abandoning their lives on land to join their brethren in the sea. These cults rarely have the energy or drive to expand their influence to neighboring towns, and typically, a town that has secretly fallen to Dagon in this way becomes shunned in turn; neighbors turn their backs on the folk there, and an attitude of "they're not hurting us so we won't hurt them" prospers. What plans Dagon may eventually have for these ever-growing pockets of the faithful are unknown, but they cannot bode well.

Clerics of Dagon have access to the domains of Chaos, Evil, and Water. If you use the *Fiendish Codex I* in your game, Dagon's clerics also have access to the Entropy domain; if you don't use this book, replace the Entropy domain with the Knowledge domain. The favored weapon of Dagon's faithful is the spear (or harpoon, if you use *Frostburn* in your campaign), and his symbol is a set of six spiraling tentacles arrayed around a fanged mouth.

Thrall of Dagon

Thralls of Dagon are secretive and sinister. They often serve as intermediaries between the surface world and the aquatic depths, acting as the voice of Dagon's true followers under the sea or orchestrating the corruption and transformation of coastal villages or trade routes. Many live lives as pirates or merchants, using magic or skill to disguise their growing deformities so they can continue to pass unchallenged in the societies they seek to subvert from within. While it's not uncommon for aquatic cultists of Dagon to become his thralls, the most dangerous of his thralls are those who were born on land yet look to the sea and Dagon's wet embrace for power.

All of Dagon's thralls are spellcasters, and Dagon accepts divine and arcane spellcasters alike as his thralls. Bards find it easiest to qualify for the prestige class, as their mix of sonic magic and wide ranging skills allows them to master the traits demanded with ease. Sorcerers and clerics are also common thralls, although these thralls often find it necessary to multiclass for one or two levels (usually rogue) to pick up the required skills. Clerics who become thralls of Dagon must select Dagon as their patron deity if he wasn't already. Wizard thralls are not unheard of, although they must generally spend even more cross-class skill ranks to qualify.

Ex-druids are perhaps the most unusual of Dagon's thralls. A druid who becomes chaotic evil loses all of her druid spells and abilities, but upon reaching 2nd level as a thrall of Dagon, she regains her spellcasting abilities. She also regains her animal companion, but only if her companion is aquatic. She does not regain any

of her other druidic abilities, such as wild shape or trackless step. Note that druids who wish to become thralls of Dagon often multiclass as bards, or are forced to research unique druidic sonic spells in order to qualify for this prestige class as well.

Requirements

To qualify to become a thrall of Dagon, a character must fulfill all of the following criteria:

Alignment: Chaotic evil.

Skills: Bluff 9 ranks, Perform (sing) 5 ranks, Swim 5 ranks.

Feats: Persuasive, Thrall to Demon (Dagon).

Special: Must successfully contact an evil aquatic creature and sacrifice a living, intelligent, non-aquatic humanoid to the contacted evil aquatic creature.

Special: Must have the ability to cast at least three spells with the sonic descriptor.

Class Features

The following are class features of the thrall of Dagon prestige class.

Weapon and Armor Proficiency: Thralls of Dagon gain no additional proficiency with weapons or armor.

Spells per Day: At every level save for 1st and 6th, a thrall of Dagon gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not gain any other benefits a character of that class would have gained, except for an increased effective level of spellcasting. If he had more than one spellcasting class before becoming a thrall of Dagon, he must decide to which class he adds the new level for purposes of determining spells per day.

Sea Longing (Ex): Upon becoming a thrall of Dagon, a character gains an overwhelming obsession with the sea. If the character spends more than a day out of sight of the ocean, he grows irritable, distracted, and disoriented, suffering a –2 penalty on all Wisdom-based skill checks and on all Will saving throws. While on the sea or under its waves, however, the thrall of Dagon becomes invigorated and gains a +2 morale bonus on Initiative checks and Reflex saves.

Song of Dagon (Su): Once per day, a thrall of Dagon can invest any spell with the sonic descriptor he casts with Dagon's song. Using this ability is a free action. This manifests as a low, bass rumbling sound that seems to resonate deep within the bodies of all those affected by the spell. Any creature that fails its saving throw against a sonic spell enhanced by the song of Dagon immediately takes Wisdom damage equal to the level of the spell. At 3rd level, and then again every two levels thereafter, the thrall of Dagon may use this ability an additional time each day.

First Invocation (Su): When a thrall of Dagon becomes 2nd level, he may perform a two-hour ritual at any ocean shoreline. This ritual involves chanting and self mutilation with sharpened sea shells. At the end of the ritual, the thrall's body shifts and transforms. His skin grows pallid, his hair grows thin and stringy, and thick webbing grows between his fingers and toes. The thrall gains a swim speed of 30 feet (or his existing swim speed increases by 30 feet). If the thrall gains a swim speed, he also gains a +8 racial bonus on Swim checks and may take 10 on Swim checks even when threatened or distracted. If the thrall wishes to hide his deformity with a Disguise check, he suffers a –2 penalty on the check.

Voice of Rapture (Su): At 4th level, the thrall's voice takes on a strangely calming deep basso quality that seems much deeper and commanding than it should. He gains a +2 circumstance bonus on Intimidate and Perform (sing) checks, and any spells with the language-dependant spells he casts have their save DCs increased by 1.

Second Invocation (Su): When a thrall of Dagon becomes 6th level, he may perform a 4-hour ritual on any reef or atoll at sea. The location must be at least 1 mile from the next closest stretch of land. This ritual involves lengthy chants invoking Dagon's name, self mutilation with shark's teeth and sea urchin spines, and the sacrifice of one living, intelligent creature.

Thrall to Demon [Vile]

You supplicate yourself to a demon prince in return for a small measure of power.

Benefit: Once per day, while performing an evil act, you may call upon your demonic patron to add a +1 luck bonus on any one roll.

Special: Once you take this feat, you may not take it again; you may not be a thrall to more than one demon. Nor may you take the Disciple of Darkness feat (a similar feat that binds you to an archdevil). This feat first appeared in *Book of Vile Darkness*.

At the end of this invocation, the thrall's body deforms further. His eyes grow bulbous and watery, gills form along his neck, and patches of scales grow from spots along his flesh. He gains darkvision to a range of 60 feet (any darkvision already possessed instead increases by 60 feet) and the ability to breathe water as well as air. His natural armor bonus also increases by 2 points.

Contact Dagon (Sp): At 8th level, a thrall of Dagon gains the ability to cast a variation of *contact other plane* to contact Dagon. This spell-like ability may be used once per day, and when cast, the thrall's mind is placed in contact with the demon prince, allowing Dagon to use his revelation supernatural ability on the thrall to reveal information he seeks via a *vision* spell. Unlike most victims of Dagon's revelations, a thrall of Dagon who uses this ability does not run the risk of Wisdom damage due to the momentary contact. In fact, for 1 hour after this ability is used, the thrall gains a +2 morale bonus on Will saving throws as his mind is bolstered by the contact with his alien lord.

Third Invocation (Su): When a thrall of Dagon reaches 10th level, he may perform the final invocation to the Prince of the Darkened Depths. This ritual takes 8 hours and must be performed on the open sea out of sight of any land. The ritual involves non-stop chants invoking Dagon's name, self-mutilation by allowing sharks and other aquatic predators to chew and gnaw at the thrall's body, and the sacrifice of at least seven intelligent good-aligned creatures to these aquatic monsters. At the end of this invocation, the thrall's body deforms fully into a horrific amalgamation of fish, mollusk, and whatever shape the thrall once called his own. The final form achieved differs for each thrall, but all are equally monstrous. The thrall gains a +2 bonus to his Strength and Constitution, the aquatic template and the amphibious extraordinary quality, and a tentacle attack as a natural weapon. This tentacle attack does not replace any of the thrall's existing limbs or natural attacks; typically the tentacle grows from the thrall's chest, but sometimes it grows from the mouth, the back, or other unfortunate locations. Damage dealt by this tentacle depends on the thrall's size (see the table). If the thrall hits with its tentacle, it may immediately attempt to grapple the target without provoking an attack

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of opportunity. If it wins the grapple, it establishes a hold and may immediately constrict the foe for damage equal to its base tentacle attack.

Thrall Size	Tentacle Damage
Fine	None
Diminutive	1
Tiny	1
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

DAGON'S MINIONS

Dagon is served by all manner of aquatic monstrosities, both in his realm of Shadowsea and on oceans in other worlds. Krakens and oceanic kuo-toa are perhaps his staunchest minions on the Material Plane. While not all aquatic demons serve his needs, most of them at least pay lip service to the Lord of the Darkened Depths, much in the same way that the demons of the Abyssal skies venerate Pazuzu. The powerful myrmyxicus demons pay him tribute, if only to keep him appeased, but few of these monsters directly serve Dagon. His favored minions are the wastriliths; these demons were once obyriths themselves but have over the ages evolved beyond that race into their own beings. Other aquatic demons serve him as well, but perhaps the most common in Shadowsea itself are the obyrith uzollrus.

The kuo-toa often train their most charismatic children as bards, and the most talented of these bards can achieve the post of "Voice of Dagon" in their societies. Whereas the clerics of Dagon are often feared as much as they are respected, the Voice of Dagon is looked upon as a kuo-toa who not only preaches the word of the Prince of the Darkened Depths, but who also retains the best interests of the kuo-toa race at heart. When a tribe wishes to make contact with a coastal surface town, the initial "ambassador" sent to establish relations and introduce the worship of the demon prince is invariably a Voice of Dagon, often one loaded with gold jewelry and statuettes used to bribe and sway easily manipulated and greedy minds.

Statistics for a standard Voice of Dagon are given here. Note that this Voice of Dagon qualifies for levels in the thrall of Dagon prestige class.

VOICE OF DAGON **CR 9**

Fiendish kuo-toa bard 7
CE Medium monstrous humanoid (aquatic, extraplanar)
Monster Manual 163
Init +0; **Senses** darkvision 60 ft., keen sight; Listen +8, Spot +12
Languages Abyssal, Aquan, Common, Kuo-Toa, Undercommon

AC 21, touch 10, flat-footed 21
hp 60 (9 HD); **DR** 2/lawful and 5/magic
Immune poison, paralysis
Resist cold 5, electricity 10, fire 5; **SR** 14
Fort +5, **Ref** +7, **Will** +8
Weakness light blindness

Spd 20 ft., swim 50 ft.
Melee *+1 unholy dagger* +10/+5 (1d4+3/19–20, +2d6 vs. good targets)
Base Atk +7; **Grp** +9

Atk Options smite good 1/day (+9 damage against good target)
Special Actions bardic music 7/day (countersong, inspire competence, inspire courage +1, *fascinate, suggestion*)
Spells Known (CL 7th)
3rd (1/day)—*charm monster* (DC 16), *deep slumber* (DC 16)
2nd (3/day)—*enthrall* (DC 15), *hold person* (DC 15), *shatter* (DC 15), *sound burst* (DC 15)
1st (4/day)—*charm person* (DC 14), *cure light wounds, disguise self* (DC 14), *grease* (DC 14)
0 (3/day)—*detect magic, ghost sound* (DC 13), *lullaby* (DC 13), *mage hand, message, prestidigitation*

Abilities Str 14, Dex 10, Con 16, Int 15, Wis 12, Cha 17
SQ adhesive, amphibious, bardic knowledge +11, slippery
Feats Alertness, Cloak of the Obyrith, Keeper of Forbidden Lore, Persuasive, Thrall to Demon (Dagon)
Skills Bluff +17, Diplomacy +5, Escape Artist +8, Gather Information +3, Intimidate +7, Knowledge (local) +12, Knowledge (the planes) +14, Listen +8, Move Silently +5, Perform (sing) +15, Search +6, Spellcraft +16, Spot +12, Survival +0, Swim +15
Possessions *+1 glamered leather armor, +1 light mithral shield, +1 unholy dagger, tiara of Charisma +2* (as *cloak of Charisma +2* but takes up hat slot instead of cloak slot)

Abyssal Heritor Feats Several of the voice of Dagon's feats are known as Abyssal heritor feats, and represent the growing influence of the Abyss in the creature's body and soul. Abyssal heritor feats are inherently chaotic and prevent the voice of Dagon from changing its alignment voluntarily to a non-chaotic alignment. If a magical effect changes its alignment to a non-chaotic one, it loses all the benefits of its Abyssal heritor feats until its chaotic alignment is restored. Additional Abyssal heritor feats are detailed in *Fiendish Codex I: Hordes of the Abyss.*

Cloak of the Obyrith: Grants DR 1/lawful; the amount of damage reduction increases by 1 for each additional Abyssal heritor feet possessed. The voice's carelessness for his own well-being imparts it a –2 penalty on Survival checks.

Keeper of Forbidden Lore: The voice gains a bonus on Knowledge (the planes), Spellcraft, and bardic knowledge checks equal to the number of Abyssal heritor feats possessed. He can make Knowledge (the planes) and Spellcraft checks untrained, and they are always class skills, but he suffers a –2 penalty on Gather Information checks.

Uzollru

This immense monster vaguely resembles a swimming centipede, with dozens of barbed flippers instead of legs. Its head is like a sea anemone, with a single red eye bulging in the center; five longer tentacles protrude in a radial pattern around the eye. Extending from either side of the creature's head are two immense lobsterlike arms, each ending in a spiny claw.

UZOLLRU **CR 16**
Always CE Colossal outsider (aquatic, chaotic, evil, extraplanar, obyrith)
Init +0; **Senses** darkvision 240 ft., true seeing; Listen +30, Spot +30
Aura form of madness (60-ft. radius, Will DC 25), stunning gaze (60 ft., DC 25)
Languages Abyssal; telepathy 100 ft.

AC 28, touch 2, flat-footed 28 (–8 size, +26 natural)
hp 310 (20 HD); fast healing 10; **DR** 15/ cold iron and lawful
Immune cold, mind-affecting effects, poison
Resist acid 10, electricity 10, fire 10; **SR** 26
Fort +23, **Ref** +12, **Will** +19

Spd 20 ft., swim 60 ft.
Melee* 2 claws +24 (4d6+22) and 5 tentacles +22 (2d8+13 plus 1d6 Constitution drain)
Space 30 ft.; **Reach** 30 ft.
Base Atk +20; **Grp** +53
Atk Options Cleave, Great Cleave, Improved Bull Rush, Power Attack, Swim-By Attack, constrict 4d6+22, improved grab
*5-point Power Attack

Abilities Str 44, Dex 11, Con 32, Int 6, Wis 24, Cha 20

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SQ obyrith traits (see sidebar)
Feats Ability Focus (form of madness), Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Swim-By Attack
Skills Hide +7, Listen +30, Move Silently +23, Search +21, Spot +30, Swim +48

Environment any ocean (Shadowsea)
Organization solitary, pair, or school (3–8)
Treasure none
Advancement 21–60 HD (Colossal)

Constitution Drain (Su) A creature struck by an uzollru's tentacles takes 1d6 points of Constitution drain as they burrow through the body, liquefying flesh and bone at a horrific rate for the monster to absorb through gasping pores that open along the tentacle length.

Constrict (Ex) An uzollru deals 4d6+22 points of damage with a successful grapple check using one of its claws, in addition to damage from its claw attack.

Form of Madness (Su) Any creature within 120 feet that observes an uzollru must make a DC 27 Will save. Failure indicates that the creature is struck dumb by the sheer size of this obyrith demon. The victim's Intelligence, Wisdom, and Charisma scores are reduced to 1. This is a mind-affecting effect that does not affect chaotic evil outsiders. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, an uzollru must hit an opponent of any size with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check with a claw attack, it establishes a hold and can constrict.

Stunning Gaze (Su) Stun for 1 round, 60 feet, Will DC 25 negates. The save DC is Charisma-based.

Vast and varied are the monstrous denizens of Shadowsea. That the fearsome uzollru are not the largest nor the most dangerous of this layer speaks volumes of the danger of delving too deeply into the lightless abysses of this submerged realm. Uzollrus scour the depths of Shadowsea, constantly on the hunt. Although they have no biological need to feast, and can live forever without eating, uzollrus relish the act of liquefying and consuming living flesh with their feeding tentacles. Their appetites are fueled not by need, but by hatred, and they do not remain satiated for long.

When an uzollru senses life, it quickly swims to investigate. In most cases, such investigation is mere prelude to the uzollru's attack. These creatures prefer to attack intelligent prey, as they take perverse glee in striking dumb their food with their form of madness (or barring that, the stunning gaze of the demon's bulging eye). The uzollru's tremendous claws are used to capture and hold prey while its feeding tentacles extend from behind its central eye to latch on to the victim. The touch of an uzollru's tentacle dissolves flesh, allowing it to drink its prey with ease; the body of a creature killed by an uzollru is a horrific, seeping carcass filled with winding tunnels of missing flesh and bone.

Uzollrus are viewed as Dagon's heralds by the petitioners of Shadowsea, and rightly so. When the Prince of the Darkened Depths desires, he makes his favor or wrath known through these obyrith minions. An uzollru in contact with Dagon abandons its hunt to set upon its appointed task with a single-minded intensity and ferocity. Tales of uzollru armies sent to destroy a Shadowsea mounts are among the most oft-whispered fears among the realm's doomed souls. Although rare, uzollrus have been known to find their way to the Elemental Plane of Water or even

Dagon in the Real World

As with Pazuzu, Dagon has roots twisting back to ancient times, where he was worshiped as a god of grain and agriculture over four thousand years ago. In some cases, Dagon is represented as having the lower torso of a fish, although this seems to have symbolized fertility and nature more than anything to do with the sea. The Bible casts Dagon as the god of the Philistines, describing a scene wherein the Ark of the Covenant, stolen by the Philistines, is placed before a statue of Dagon in the city of Ashdod. The statue topples, its head and hands breaking free, and plagues of boils and vermin are visited upon the city until the Ark was removed.

Yet today, it is neither the Bible nor history texts in which Dagon lives on. In 1919, H. P. Lovecraft's short story "Dagon" appeared in print. A short tale, "Dagon" told the story of a man stranded upon a mysterious island thrust up from the bottom of the sea, where he finds evidence of not only an ancient city but of a monstrous humanoid sea monster. It seems obvious that Lovecraft took the incarnation of Dagon as a Fish-God as his inspiration for the villain of this tale, and later, in one of his most famous stories, Lovecraft returns to Dagon in "The Shadow Over Innsmouth." In this story, a man explores a run-down port town whose citizens worship at the Esoteric Order of Dagon, a cult of half-human degenerates who have more in common with our hero than he at first realizes.

Lovecraft's version of Dagon has taken root, and countless other writers have expanded upon what he began with these stories. Fred Chappell wrote an award-winning novel called *Dagon*, which told a Lovecraftian tale disguised as a southern gothic. Horror movie director Stuart Gordon filmed an adaptation of "The Shadow Over Innsmouth" in 2001, but chose to name it *Dagon* instead (Dagon himself enters the world of CGI special effects in a shocking cameo appearance in the film). And of course, the venerable *Call of Cthulhu* roleplaying game (published by Chaosium, Inc.) has often used Dagon as a villain in their adventures and sourcebooks.

In D&D, Dagon's presence has been, untill recently, relatively minor. His name was mentioned in the first edition *Monster Manual II* as one of many other demon lords. In issue #106 of DUNGEON magazine, the adventure "Tammaraut's Fate" culminates in an oceanic rift called Dagon's Maw. Yet it wasn't until a few months ago in the *Fiendish Codex I* that Dagon finally emerged in full statblock glory as one of the Lords of the Abyss.

the Material Plane. When they do, their imprint on the surrounding environment is swift and unmistakable in its utter destruction.

Certain ancient ruins in near-forgotten rifts in Shadowsea tell of something more, of how the uzollrus were perhaps the dominant form of life in the Abyssal realm. These cities were built to conform to the uzollru's alien form, and the dizzying spires and bulbous buildings of these cities fill the viewer with a sense of horror and nausea. It seems certain that the uzollru were once far more intelligent, and one can only hope that the minds of these immense monsters remain in decline.

DAGON'S REALM

Dagon dwells on the 89th layer of the Abyss, a realm that is nearly completely underwater. Shadowsea has no surface; if one swims up long enough, he will eventually surface not on Shadowsea but in Demogorgon's realm of Gaping Maw. In some places, one can actually surface on other Abyssal Ocean, indicating that Shadowsea may be connected to numerous Abyssal layers. Curiously, the Abyssal Sea itself seems not to be directly connected to Shadowsea; one could swim down forever in the Abyssal Ocean without reaching bottom.

And Shadowsea certainly has a bed. Were the waters of Shadowsea to be drained away, what would remain would be an immense and endless stretch of tortured mountains with jagged, twisting peaks and vast valleys of ooze and slime. Here and there unknowably deep trenches stretch, their depths filled with blacker than black water, extending down into underground regions said to eventually drain into the primal chaos that seethes beyond the Abyss itself. Dagon knows what hides in these trenches, but no other has yet managed to plumb their depths and return.

Some of the mountains that rise from Shadowsea's bed are prodigiously vast, rising for dozens, if not hundreds of miles from the sea bed in places. Others spew volcanic lava into the water, while others serve as the foundation for one of the stranger features of the layer; the mounts. These are zones of air, bubble-like regions never less than 100 miles in diameter. From within, a mount appears to be a lone island rising from a black-watered ocean. Illumination in a mount comes solely from the phosphorescent plankton and seaweed that churn in the surrounding waves, or from artificial sources; there are no heavenly bodies in the "sky" above, only rising waters that loom impossibly overhead. One could theoretically sail from one side of a mount to the other, sailing up and around along the "ceiling" to return to the central island from the opposite side, but such voyages are fraught with peril, for the monsters that dwell in Shadowsea are dangerous indeed. Clouds often obscure the far side of the "bubble," but on clear days, the far side of the sphere is faintly visible as an undulant sea of phosperescence. Many of these mounts contain sizable cities inhabited by souls who have come to Shadowsea (or have been stolen from other realms) as petitioners. A petitioner on Shadowsea does not remain a larvae for long, for Dagon "promotes" them back to the bodies they knew in life.

Most of these petitioners can recall their lives only as dreams; they believe they have always lived in the village or city within the mount itself. They have memories of childhood, and while some may be children themselves, no new children are born to these poor souls. Nor do they age and die or grow hungry or thirsty; doomed to live out their new "lives" in a hollow reflection of their pasts, these petitioners serve only as victims for Dagon. Eventually, the Prince of the Darkened Depths selects a mount for his hunt, and he rises from the waters of the Shadowsea to bring madness, ruin, and eventually final oblivion as he destroys all in his path and feasts on those he has fatted for his repast.

The beasts of Shadowsea pose only one of the realm's dangers. Vast clouds of cloying pollution called necroclasms, thought by some to be the remnants of other obyrith and tanar'ri lords who dared to invade Shadowsea only to be murdered by Dagon, roll through the lightless depths on currents that seem all too often to intersect with intruders. These clouds of pollution inflict terrible burns upon any living creature caught within them, inflicting 20d6 points of acid damage per round until escape with a DC 40 Swim check (or magic) can be secured. Creatures slain by these blots invariably rise as fiendish and incorporeal undead—Shadowsea is thick in some regions with spectres, dread wraiths, banshees, and worse undead menaces created by these malevolent yet mindless necroclasms.

Countless sunken cities dot the aquatic landscape as well. Some of these are the product of nations of fiendish kuo-toa, while others are ancient ruins built by obyriths long extinct or grown foul and stupid over the ages. The largest of these cities is a nameless metropolis said paradoxically to lie at the center of this infinite layer. This is Dagon's home, a madness-inducing panorama of twisted towers, yawning gulfs, shimmering halls and grottos, and buildings raised by creatures the multiverse has thankfully forgotten. Dagon dwells at the city's heart, often slumbering in the depths of an immense pit surrounded by statues of strange creatures in a plaza nearly a mile in diameter. The waters above this pit react violently to intrusions by creatures from other planes, animating and attacking (as half-fiend water elementals of the largest size) or simply solidifying around the offending intruder, treating the creature like a grain of sand in an oyster's shell. Thousands of these shimmering "pearls" float above the pit like ornaments, the creatures imprisoned within ranging the gamut of life itself. Dagon thinks of these as his court, and often sings to them from the depths of his lair. Whether these poor souls can hear what the Prince of the Darkened Depths sings is unknown. One would hope that the multiverse itself would not be so remorseless and cruel to allow such an endless doom to exist. But this is the Abyss, and perhaps eternity as one of Dagon's pearls may be one of the few fates in Shadowsea worse than the pain of being torn to oblivion itself.

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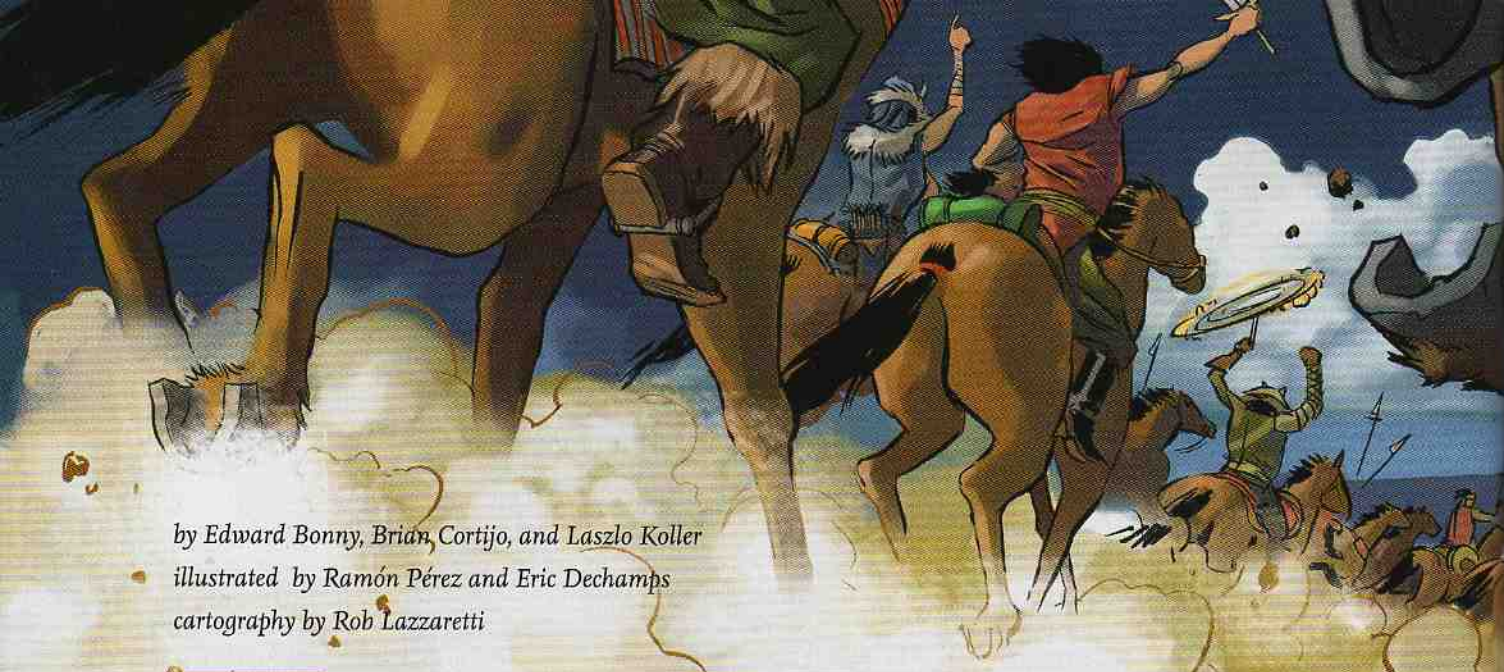

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THE HORDE

BARBARIANS OF THE ENDLESS WASTE

Fifteen years ago, the charismatic Yamun Khahan united the barbarian tribes of the Endless Waste, massing a great army that spread east and west, threatening the more civilized nations of Kara-Tur and eastern Faerûn. Conquering or laying waste to whole regions, only the death of the Horde's leader at the hands of King Azoun IV of Cormyr finally brought an end to the barbarians' Realms-shaking invasion.

The Endless Waste has never been a peaceful region. Ages ago, a series of conqueror-nations invaded, seeking to bring the disparate human tribes under their yoke. Each of these empires fell in time, leaving the native horse nomads of the steppes to resume their simple lives of wandering and infighting. No matter what force united them, the barbarians always—eventually—broke into their constituent tribes, continuing as they had for centuries.

Even this truth is changing. Despite the defeat of Yamun Khahan's great horde more than a decade ago, the tribes of the Hordelands are again stirring. Perhaps it is time for another great war. Perhaps ancient enmities are rising. Or perhaps the horse-warriors of the steppes have grown tired of living in the shadow of their "civilized" neighbors.

A great many changes have taken place in the Endless Waste since the death of Yamun Khahan, some of which would frighten those in more civilized lands—were they close enough to see them. A new nation rises from the remains of the Tuigan Horde. Dark secrets of ancient empires are coming to light, luring the adventurous and the foolish with promises of powerful magic ripe for plunder. New wealth and trade flourishes again on the revitalized Golden Way, linking merchants and adventurers from far-flung kingdoms to the east and west. The strange lands of the Endless Waste beckon to native and outsider alike with the lure of wealth, power, and forgotten magic waiting to be discovered.

OVERVIEW OF THE ENDLESS WASTE

Visitors entering the Endless Waste soon realize the steppes are unlike the more civilized western realms. Wrongly considered to be a forbidding region devoid of life, the Endless Waste has long been an isolated land, its best known inhabitants being the nomadic and barbarous tribes of horse-riding humans, collectively known to outsiders as the Tuigan. The region is also home to a handful of tiny kingdoms of

gnomes, dwarves, and humans who live in stark contrast to the Tuigan. When these kingdoms interact with their nomadic neighbors it is for war or trade—and for nothing more.

Roughly the size of the Dalelands, Heartlands, the North, and Moonsea regions combined, the vast steppes of the Endless Waste are overwhelmingly pristine wilderness. Yet visitors in this mostly uncivilized region soon learn it is a place with inescapable history. Ruins of old human empires, most notably those of the Imaskari and the Raumathari, peek out, half-buried, from wide grasslands. They remain as silent sentinels, speaking to the might of those empires, and many are rumored to contain treasures and magic not seen or heard of in countless long centuries. Most Tuigan shun such places, warning away would-be explorers with dire tales of these long-fallen kingdoms.

Recent events also reverberate throughout this forbidding land, reminding all of the terrible potential that roils beneath a barren surface. The Horde War remains a vibrant force for change within the region. For the Tuigan, the war is a cause for pride, urging them on to future greatness. The other inhabitants of the Endless Waste consider the Tuigan as one would a force of nature: something to be avoided when possible, endured when necessary, and always to be feared, or at least respected.

Beyond the Endless Waste, the nations bordering the steppes have moved on from the Horde War. The peoples of Thay, Semphar, and Kara-Tur no longer consider the barbarians a threat, believing the Tuigan reverted back to squabbling tribes after the war. The Endless Waste has once again become a place for trade as well as a resource for their scouts and wizards to explore for gold and magic. Barbarians from the Endless Waste dealing with people from these kingdoms can expect to be treated with fear and contempt. The ruling elite of these outside kingdoms scorn the fledgling barbarian realm of Yaïmmunahar, which they believe to be a futile attempt by the defeated Tuigan to save face after losing the war. No one outside of the Endless Waste expects Yaïmmunahar to endure for very long given the Tuigan predilection for internecine warfare.

Hordelands Overload

Covering approximately 2,400,000 square miles, one article can only begin to detail the races, locations, and intrigues of the vast Hordelands. Those interested in more details can find them online in the Forgotten Realms: The Horde web supplement available at **paizo.com/dragon,** or in the PDF of the original *The Horde* boxed set offered at **wizards.com.**

The Taangan and the Tuigan

Prior to the rise of Yamun Khahan, the barbarians of the Endless Waste called the land they inhabited the "*Taan*," and themselves the "*Taangan*" (literally, "people of the Taan"). The horselords of the steppes belonged to small, independent clans, each of which was part of a larger, regional tribe: Commani, Dalat, Fankiang, Gur, Guychiang, Igidujin, Kahghun, Khassidi, Naican, Oigur, Pazru ki, T'aghur, Tsu-tsu, Tuigan, and Zamogedi. Each nomadic clan, or ordu (consisting of three or four villages known as obogh) was ruled by a hereditary khan.

Yamun became khan of the Hoekun clan by killing his father, the previous khan. With the help of allies from the Naican tribe, Yamun was able to conquer, subdue, or ally with the other ordu of the Tuigan, and was proclaimed khahan. Through war and intimidation, Yamun eventually united all the remaining tribes of the steppes beneath his banner, and proclaimed himself Emperor of All Peoples.

Since the khahan's death, through both conquest and poor translation, the name "Tuigan" has been adopted to apply not merely to Yamun's tribe, but all those he came to rule. To the eyes of the outside world, all of the barbarians of the steppes are Tuigan, no matter what clan or tribe they call themselves.

PEOPLES OF THE HORDELANDS

Two human races dominate the Endless Waste. The largest group, numbering about 100,000, are the nomadic Tuigan people who roam throughout the steppes. Far fewer in number are the Raumvira (less than 15,000), proud civilized descendents of the Raumathari Empire who dwell around the Lake of Mists in small towns and villages. Both the Tuigan and the Raumvira can serve as excellent character races given their predominance in the region.

The Tuigan

The Tuigan, also known as the Horselords, are the nomadic, warlike people of the Endless Waste. Until recently, they were long seen as a crude race scarcely above goblinkind and other savage humanoids. The Tuigan, however, are more than a simple, barbaric people. Their military prowess has shown them to be a formidable force when unified. They breed horses, raise goats, and farm the difficult steppes, trading with their Raumviran and Semphari neighbors. Geographic barriers and a propensity for warfare and raiding practically ensures that the Tuigan will not expand outside their native steppes.

The Raumviran

Appearing as the opposite of their Tuigan neighbors, the Raumvirans are peaceable human merchants settled around the Lake of Mists who trace their ancestry back to the ancient magical empire of Raumathar. Although Raumviran culture has diminished greatly since Raumathar's fall, a handful of Raumvirans seek to preserve the ancient arts of Raumathari battlemages and Raumviran

THE HORDELANDS
Shadowmount Peaks
The Great Ice Sea
Many Windowed Tower
Icerim Mountains
Iceroot Forest
Forest of the Pazruki
Peqqir
Quaraquand
Jugicho
Liraz
Horse Plains
N
W
E
S
Pigeon Rock Oasis
The Glittering Spires
The Umberwood
Vailet Tower
The Endless Wastes
Winterkeep
Pleasant Valley Gateway Oasis
Ni-ko Oasis
Spice Road
Chang-Liu-Shui
Arundi River
Wintertow River
Kourmira
Swordrise Mountains
Citadel Rashemar
YAMUNNAHAR
Sunrise Mountains
Beacon Cairn
Lake of Mists
Almorel
The Golden Way
The Firepeaks
Songfarla
Drubiev
Clearflow River
The Cave of 1,000 Gods
Flowery Pond Well
Quoya Desert
Kwachow
Horseshoe Temple Oasis
Merket Depression
Great Amber Steppes
Spiderhaunt Peaks
Sentinel Spire
Mountains of Copper
The Great Wild Wood
Ganath Wood
Port Ghaast
Iris Well Spring
Nanhu Oasis
Bitter Well Oasis
Dragon Wall
0
420
miles

Hordelands Regions

The following presents regional information for characters who call the Hordelands home. More information on regions and regional feats can be found in the *Forgotten Realms Campaign Setting* and *Player's Guide to Faerûn*. The Horse Nomad and Raumathar Heritor feats can be found on page 58 of this issue.

Endless Wastes Region

These vast tracts of unforgiving steppes are homes to an ancient and fierce nomadic people.

Preferred Classes: Barbarian, fighter, ranger.
Automatic Languages: Common, Tuigan.
Bonus Languages: Damaran, Goblin, Mulhorandi, Rashemi, Shou.
Regional Feats: Horse Nomad, Saddleback, Survivor.
Bonus Equipment: (A) Masterwork composite shortbow; or (B) light warhorse, bit and bridle, military saddle, and studded leather barding.

Lake of Mists Region

Dominated by the growing communities of Almorel and Drubiev, the Lake of Mist is home to a hearty people descended from the fallen magical empire of Raumathar.

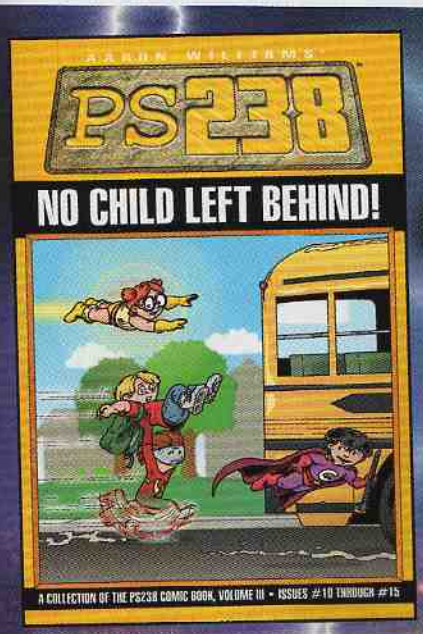
Preferred Classes: Fighter, ranger, rogue, sorcerer, wizard.
Automatic Languages: Common, Raumvira.
Bonus Languages: Damaran, Mulhorandi, Rashemi, Shou, Tuigan.
Regional Feats: Mercantile Background, Raumathar Heritor, Silver Palm.
Bonus Equipment: (A) Masterwork bastard sword; or (B) a camel and 100 gp; or (C) scrolls of *burning hands* and *Tenser's floating disk*.

conjurers. Once common in the lands west and south of the Endless Waste, the Raumvirans are much reduced in population today.

Most Raumvirans are content with their current lives. They suffered little in the Horde War and continue to profit from the steady flow of trade along the Golden Way. Some Raumvirans retain their ancestors' hunger for adventure and mastery over magic, and these few are the ones most often encountered outside the Lake of Mists region.

ENDLESS WASTE GAZETTEER

The vast, expansive region known as the Hordelands occupies the lands between distant Kara-Tur in the east and the western nations of Thay, Mulhorand, and Rashemen. These vast spaces feature very few permanent cities, being mostly odd assortments of nomadic tent villages and roaming camps. Despite this, civilized areas do exist, both above and below ground.



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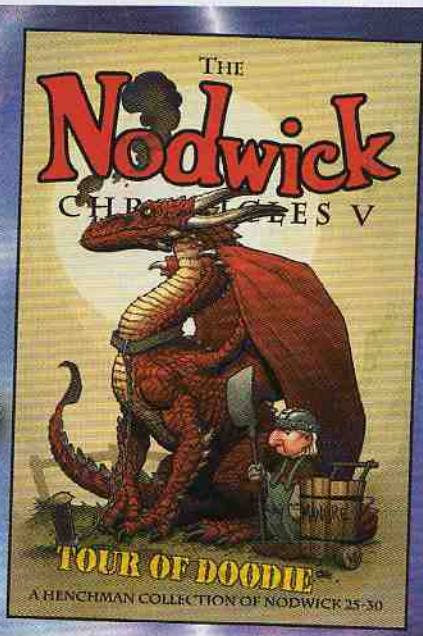

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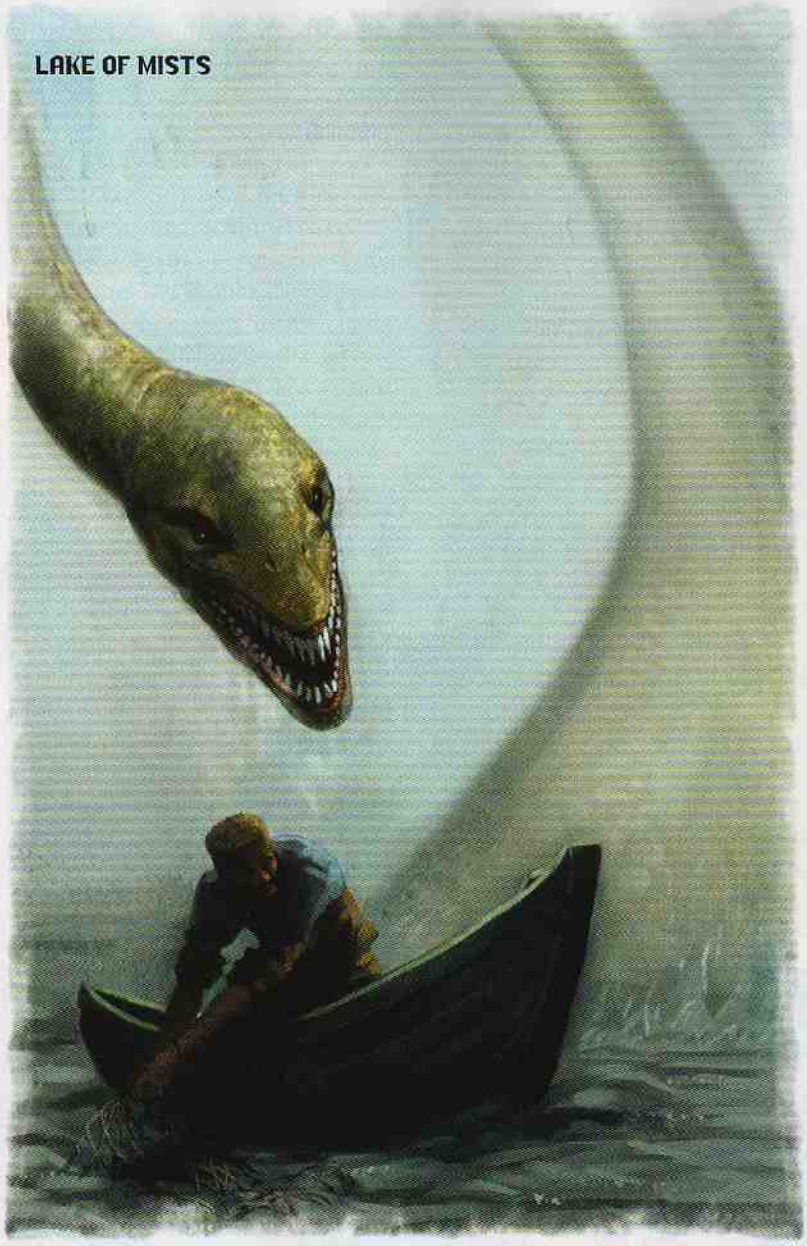

Almorel (Small City)

As a result of tremendous growth in trade along the Golden Way in the last decade, this sprawling settlement of coastal wooden homes has seemingly grown overnight from a large town to a small city of nearly 9,000 citizens. Much of this growth is fueled by the establishment of numerous merchant outposts by distant trading companies from the likes of Waterdeep, Neverwinter, and Sembia. The city's strategic position on the Golden Way and the Lake of Mists ensures it will continue to be a major waypoint for traders from the east and west.

The city's Lakemaster and three Keepers serve as the Mayor's council in times of both peace and war. Each Keeper appoints a successor who is expected to take up the mantle upon the current Keeper's death.

In the past centuries, Almorel has seen surprisingly few attacks by neighboring barbarians. The Horde War bypassed the city entirely in favor of more tempting targets in the west. The absence of barbarian violence, however, has not deterred Mavnar from replacing the city's wooden walls with sturdier stone. He is currently negotiating with the city's dwarves to design and build a stone keep that would replace Almorel's outdated wooden fortress tower.

Almorel (small city): Conventional; AL LN; 15,000 gp limit; Assets 6,672,750 gp; Population 8,897; Mixed (78% human [68% Raumviran, 18% Tuigan, 7% Rashemi, 5% Shou, 2% Mulan], 9% gold dwarf, 6% river spirit folk, 5% half-orc, 1% gray orc, 1% rock gnome).

Authority Figure: Mayor Mavnar Dyorn (LN male Raumviran human aristocrat 6/fighter 8).

Important Characters: Lakemaster Valin Orov (NG male Raumviran human druid 15), Keeper of the City Watch Evari Ruyost (LN female Raumviran human rogue 3/fighter 6/duelist 5).

Drubiev (Small Town)

The town of Drubiev has existed at the confluence of the Clearflow and the Golden Way since before the fall of Raumathar. The settlement lies at the foot of a centuries-old dwarven bridge called Riverview Span, more famously called Dead Dwarf Bridge for the sometimes-visible spirits of long-dead dwarven guardians. In 1371 DR, dwarven priests from Almorel permanently exorcised these restless ghosts.

Like Almorel, Drubiev avoided the worst of the Horde incursions, in part due to a large tribute of gold and timely promises of submission to Yamun Khahan's advance forces. The burgeoning town caters to the ever-increasing merchant traffic that plies the Golden Way. It is believed that as trade grows, Drubiev could easily swell to the size of a large town within a few years.

Such growth has caused disappointment among the town's small, vocal river spirit folk population. First Councilman Aevan Dragorovich has so far kept those in favor of expansion (led by Councilman Pavel Tragosk) and those opposed (championed by Councilwoman

Emmezel Tersku) from ending their disagreements with anything but angry words. The First Councilman fears this peaceful stalemate cannot last indefinitely, though. Councilwoman Tersku holds sway over most Drubievans, especially after recently banishing a fanatical missionary of Kossuth, thereby saving the town from the cleansing fire that the mad priest promised. Councilman Tragosk's seductive promises of wealth and power, however, have not gone unheard by many townsfolk.

The Council of Five makes important decisions regarding the village's affairs including appointment of the First Constable. The Council of Five is composed of five prominent citizens of the community elected at large once every Shieldmeet. In times of great crisis, nearly one hundred of the general community can serve in a hastily mustered militia under the First Constable's command.

The Endless Waste

The Endless Waste is the vast region of steppes running south from the Great Ice Sea to the distant Mountains of Copper. Tough grasses thrive here in the summer months, feeding the herds of goats and horses kept by the Tuigan. Each winter, monsters dwelling in the mountains that surround these steppes descend upon the plains to prey upon isolated tribes and the animals, travelers, and traders there. The Golden Way cuts across these steppes and marks the boundary between the frigid northern steppes and the warmer, fertile south.

South of the Golden Way, the icy tundra of the steppes soon gives

Endless Waste Timeline

This history of the Endless Waste weaves a complex tapestry of barbarism, war, and deadly conquest. Long before the united nomads under Yamun Khahan emerged from their ancestral steppes seeking conquest, the Hordelands were a place where great empires and fiendish armies once held sway. Even today, the impact of those ancient forces and many others still shape the lives of all who call the Hordelands home.

Timeline of the Endless Waste

Year (DR)	Event
–11900	Dwarves settle the Firepeak Mountains.
–8900	Tribes of Taangan (Tuigan) humans settle the Endless Waste.
–8350	Imaskari tribes settle the Raurin Plains.
–7891	Zexthandrim conquered by Imaskari forces.
–7403	Zexthandrim rebels against Imaskari rule and is destroyed.
–7100	Imaskari Empire subjugates Taangan tribes and demands semi-annual tribute.
–5000	A suspicious plague decimates Imaskar, then spreads to the Endless Waste.
–3149	With a large influx of gnome refugees arriving, Songfarla is officially founded.
–2488	Imaskar Empire destroyed by former slaves.
–900	The realm of Raumathar is founded with its capital at Winterkeep.
–280	Raumathari found Almorel.
–160	Raumathar and Narfell destroy each other in a decade-long war that pits arcane magic against fiendish forces. Fleeing from this war, river spirit folk settle the Lake of Mists.
–150	Barbarians drive Raumathari survivors from much of the Hordelands.
305	Orcs from the Sunrise Mountains descend on the Lake of Mists but are driven off.
1335	Rise of Yamun Khahan.
1358	The Time of Troubles. Tuigan Horselord Yamun Khahan unites the barbarian tribes of the Hordelands.
1359	Tuigan army conquers Semphar and Khazari, and then invades Shou-Lung, Thay, and Rashemen. Citadel Rashemar is destroyed.
1360	Tuigan forces invade Thesk. Allied armies from the Western Heartlands defeat the Tuigan. King Azoun IV of Cormyr slays Yamun Khahan.
1361	Tuigan bandits in Thesk terrorize merchants on the Golden Way.
1363	Hubadai, son of Yamun Khahan, declares himself khahan and founds the nation of Yaïmmunahar.
1365	Red Wizards of Thay melt glaciers in the Icerim Mountains prior to an invasion of Rashemen, flooding the northwestern steppes of the Endless Waste.
1367	Kourmira, capital of Yaïmmunahar, founded.
1369	Increased trade along the Golden Way prompts western nations to establish trading outposts in Almorel and Kourmira.
1374	The Red Wizards open a merchant enclave in Kourmira.
1375	Current Year.

way to temperate grasslands that grow ever more verdant nearer the region's southern mountain ranges. Formerly considered part of the Endless Waste, this region has been renamed the Great Amber Steppes by Hubadai, ruler of Yaïmmunahar, who sees much to be gained by making the area more attractive to his followers. The new name is only slowly being adopted by other kingdoms, a fact which frustrates Hubadai.

A large number of Tuigan tribes farm the steppes during the summer reaping harvests of barley and other grains. In the winter these tribes relocate to safer ground around Yaïmmunahar's capital, Kourmira, to avoid prowling gnolls and displacer beasts.

The Golden Way

The Golden Way is the most traveled trade route in the Hordelands, seeing hundreds of goods-laden caravans annually. The road connects the western nation of Thesk with Yaïmmunahar. The Golden Way is a vitally important trade route to Yaïmmunahar, which Hubadai sees as a cornerstone of commerce for his fledgling nation. He has ordered that the Golden Way be paved between Kourmira and Almorel. This monumental task requires much labor and the khahan's desperate envoys seek workers to cut and place road stones—at times without regard for the character of laborers or their personal freedom.

Lake of Mists

This fog-enshrouded lake is named for the eternal flow of cool mist that rises from the water's surface. The largest body of fresh water in the entire Hordelands, its forested shores serve as home to the Raumviran people, a race of humans who dwell around the lake in small, orderly communities.

The great lake is a popular watering spot for monsters of the steppes, barbarian tribes, and numerous bandit gangs. Few dare to sail across the Lake of Mists, preferring instead to hug closely to the shore. The constant steam rising off the lake hides a number of predatory sea-creatures, notably a number of powerful sea hags and a pod of elusive plesiosaurs.

Siremun

This kingdom of 5,000 gold dwarves is unmatched throughout the Hordelands for its craftsmanship and strength in trade. No other metal workers compare to the quality of the fine armor and swords made in the great smithies deep within the Firepeaks, and no buildings are built as strong or as beautiful as those made by the Siremun. They are responsible for most of the stone buildings in Drubiev, Almorel, Semphar, and Kourmira. The Siremun of old built palaces, towers, and keeps for the Raumathari and Imaskar empires, and that expertise continues into the present age.

The dwarves of Siremun are also famous for the unique mineral skystone. Found only in the Firepeaks, skystone is a colorless, transparent rock well suited for the construction of buildings. The dwarves are able to tint the stone any hue. Siremun has grown wealthy selling skystone to Semphar and Yaïmmunahar, which have used it to construct sparkling jewel-like towers.

Ruled by the ancient dwarf king Markos Silverhammer (LN male gold dwarf fighter 11/cleric of Moradin 8), Siremun is a prosperous, stable kingdom that has been a home to gold dwarves since it was claimed and deeply delved many millennia ago. The Siremun have deftly and proudly withstood the passing of the several empires and recently dealt with Yamun's great horde when they redirected lava from the Firepeaks to ward their kingdom from the horselords.

A few small clans of gray dwarves live deep beneath the Firepeaks as part of the Siremun Kingdom. It is the only region on Faerûn where gold dwarves dwell in relative harmony with their gray dwarf kin, most of whom are exiles from the nearby duergar kingdom of Fraaszummdin.

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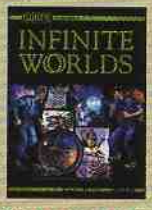

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The gold dwarves would normally care little for their dour-spirited kin, but they overlook their prejudices in favor of the duergars' great skill in breeding and handling rothé. Only a handful of gold dwarf-duergar marriages have resulted in Siremun; such unions are severely frowned upon by both sides.

Songfarla-The Hidden Kingdom

This hidden kingdom of gnomes lies nestled just under the eastern slopes of the Sunrise Mountains off a tributary of the River Murghôl. Settled almost 5,000 years ago by rock gnomes fleeing Netherese enslavement, Songfarla was founded when an influx of new refugees nearly quintupled the existing settlement's population. Since that time, the gnome population slowly dwindled until –496 DR, when Songfarla's population swelled with the unexpected arrival of four deep gnome clans—the Covarrkar, the Fungusfoot, the Glasszhorm, and the Longstepper. The Hidden Kingdom presently numbers some 12,000 gnomes, carefully secreted in a number of communities in the mountains east of Thay. Some half of them live in the city that names the kingdom.

The Hidden Kingdom is currently ruled by an aged rock gnome known only as the Laughing Mime, whose primary responsibilities are to maintain Songfarla's security as well as ensure the kingdom's deep and rock gnome communities work together.

Few gnomes outside Songfarla know of its existence. The Laughing Mime has only shared the secret with the valorous organization called the Shields of the Golden Hills (see page 104 of *Champions of Valor*), an order of gnomes from western Faerûn dedicated to defending gnome communities against any attackers.

Living in deep burrows, the gnomes consider secrecy vital to their existence. Treacherously close to the threatening shadows of Thay and the drow of Undrek-Thoz, Songfarla would certainly be destroyed should either nation learn of its existence. Despite these ever-present threats, the Hidden Kingdom has not only managed to survive, but has thrived for centuries.

Spiderhaunt Peaks

The Spiderhaunt Peaks comprise a small range of weathered mountains at the base of the Great Amber Steppes. Ancient Shou maps of the region name this range the Khopet-Dag. No humanoids live in the Spiderhaunt Peaks, but the mountains' twisted passes are infested with all manner of spiders, spiderkind (chitine, choldrith, ettercaps, and worse), and other web-spinning creatures. These spiders and arachnids are ruled over by the outcast drider, Davwarkra (CE male drider wizard 11). Davwarkra came from the drow city of Undrek'Thoz to the Spiderhaunt Peaks, where he has been nurturing an army of arachnids to fill his mountain range. A disgustingly bloated, thoroughly insane creature, Davwarka shows no mercy to those who traverse his mountains. He has a preference for the blood of females, leaving males to suffer at the hands of his servitors.

The Violet Spire

This slender minaret of purple granite is home to one of the last living survivors of the Imaskar Empire, Yaravindar Ipurnos (LN male Imaskari human conjurer 28/rogue 3/archmage 5). Having extended his lifespan several times through the use of powerful spells and rituals, Yaravindar is undoubtedly the

most powerful wizard in the Endless Waste and proves more than a match for most spellcasters in both Faerûn and Kara-Tur.

Yaravindar was a young artificer when the rampaging deities of Imaskar's slaves destroyed Imaskar. During the carnage, Yaravindar's master, Ondbiras, teleported his apprentice to a safe house in the Glittering Spires shortly before the final battle outside the Imperial City of Inupras. Ondbiras never returned, and Yaravindar traveled back to the Raurin Plain to find only burning ruins where Imaskar's great cities once stood. The artificer retrieved what magic he could salvage and returned to the Glittering Mountains, where he employed elemental slaves to construct the Violet Spire.

A small host of elemental servants and surviving Imaskari constructs defend Yaravindar's tower. Typical of most Imaskari buildings, the tower has neither doors nor locks. Entry to the spire's numerous extradimensional rooms and demiplanes is gained solely via keyed portals.

The ancient wizard maintains most of his age-old Imaskari beliefs about human superiority and still holds gods in great contempt. Although he sees no wrong in subjugating "lesser races," he no longer keeps any slaves because of the difficulty involved in managing them. Yaravindar richly rewards Tuigan nomads who bring him ancient Imaskari magic.

Winterkeep

Located at the southern tip of the Great Ice Sea, approximately 150 miles north of the Golden Way, sits the ruins of Winterkeep, ancient capital of the lost Raumathari Empire. The broken city's surface structures are little more than fire-scarred rubble and smashed stone, but beneath the ruins lie a surprisingly intact set of halls, crypts, and grottos.

In 1374 DR, the ice devil Ultael escaped from his Thayan master and fled to the underhalls of Winterkeep, plundering its forgotten treasuries and armories. The gelugon, along with a subjugated hag companion, enslaved several ice troll warbands. With this small army, Ultael seeks to carve a generous fiefdom out of the Endless Waste by conquering the area surrounding the keep. The ambitious fiend has only now begun to flex his muscle, sending out raiding parties of ice trolls to loot caravans on the Golden Way.

Yaïmmunahar

The new nation of Yaïmmunahar was forged singularly from the grand vision of Hubadai Khahan. Following the vision of his father, Hubadai sought to create a nation where none had ever existed before: at the very edge of the barbarous steppes. Less than a decade old, the young kingdom has experienced remarkable growth and has begun to have a significant political, economic, and social impact on neighboring nomadic tribes. Slowly, other settled kingdoms are beginning to notice this new power growing in the heart of the Hordelands.

Hubadai has sought to swiftly incorporate many of the accomplishments he witnessed during his travels throughout Faerûn through broad edicts. He outlawed slavery, and slave owners were recompensed for their loss. Women have been encouraged to pursue whatever life they choose to lead, taking up bow and horse as professions rather than only domestic skills.

Tuigan Sayings and Superstitions

Tuigan culture is firmly rooted in a personal honor system as reflected in their common sayings and superstitions. In their day-to-day speech, the Tuigan reveal much about the importance they place on honor, personal ambition, their horses, and luck.

- Those who intend to speak the truth should always be prepared to flee.
- Those who plan around wealth often leave out luck.
- If you said yes, then you cannot say it hurts.
- Do not lead a man along just one path or he will follow only that route.
- Of the worst misfortunes in life, there are but two. The first is to lose one's father when young. The second is to lose one's horse while journeying.
- If you see a wolf when you begin a journey, it is a good omen.

Horse Nomad [Regional]

You have been raised in a culture that relies upon riding and shooting

Prerequisite: Human (the Hordelands, Nimbral, the Ride, or the Shaar).

Benefit: You gain proficiency with the composite shortbow, light lance, and scimitar. You also get a +3 bonus on all Ride checks.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat.

Raumathar Heritor [Regional]

You are descended from the fiend-hating battlemages of the Raumathar Empire.

Prerequisite: Human (the Hordelands, Lake of Mists, Rashemen, Thay).

Benefit: You gain a +2 bonus on Knowledge (the planes) checks and wizard becomes a favored class for you.

In addition, three times per day, you can detect evil outsiders. This effect functions as per the spell *detect undead*, but detects evil outsiders rather than undead.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat.

The khahan has also been encouraging his tribesmen to forgo the ancient ways of nomadic herding and raiding. Hubadai has a standing offer to provide small herds of goats and sheep to any nomads who make the switch to a settled life. Those who take up the khahan's offer are required to build permanent dwellings. Many of Hubadai's nobles disapprove of these changes, although none dare to do so publicly.

Hubadai advocates tolerance for all faiths so long as each religion worships publicly and openly. Followers of the Red Knight were greatly impressed with the military tactics of Yamun Khahan during his campaigns and were the first to petition Hubadai for permission to build a shrine in Kourmira. Work was completed in 1372 DR on an impressive fortress of scarlet skystone aptly named the Red Temple of War. Uros Yabek (LN male Raumviran human fighter 4/cleric 9 of the Red Knight) heads up the Red Temple, which also houses the armory of Kourmira. Inspired by the widespread regional tradition of monasticism, Uros founded the Order of the Red Hound, a religious order of monks dedicated to the principles of the Red Knight. Warriors of the Red Hound fight on horseback. They are accompanied into battle with their specially bred war dogs, whose feral presence inspires great terror in their enemies. Hubadai points to the growth of the Red Knight's worship as one of the great successes of his new kingdom, and promises that it is only the beginning of many more.

Priests of Chauntea, the humble deity of growing things, also responded to Hubadai's call. Priests of the Earthmother can be found throughout the more fertile regions of the southern Great Amber Steppes, teaching agriculture to the growing number of settled farmers. The senior Chauntean priest in the Hordelands, Enther Uramar (N female human cleric 11 of Chauntea), has plans to build a garden shrine in Kourmira.

Despite its moves toward permanent civilization, Yaïmmunahar faces an uncertain future. The new kingdom sits at the heart of tens of thousands of barbarian kinfolk, many of whom are hostile to what they consider a betrayal of their ancestral ways. With Hubadai firmly committed to changing the way of life in the region, there will undoubtedly be many barbarians and nomads who resist—perhaps violently—the khahan's bold directives.

Kourmira (Large City)

The capital of Hubadai's nation sits alongside the southern bank of the Winterflow River between the Swordrise Mountains and Glittering Spires. Astride the Golden Way,

Kourmira (Koor-MEER-a) is well-situated for trading with Faerûn and Kara-Tur. The capital takes its name from the western realm of Cormyr, in honor after the great king who slew Hubadai's father.

In its current state, Kourmira is primarily a tent city with few permanent structures. In just a few years, though, the capital has seen remarkable construction. With help from the dwarves of Siremun, several impressive imperial structures have been built and more are being planned. Already, Hubadai's great palace and city walls have been completed. A military school, the Scarlet Keep, opened earlier in the year under the custodianship of priests of the Red Knight. Hubadai has extended an offer to the khans of the nomadic clans who rejected Yaïmmunahar. Those tribes that join his nation will have a great palace built for their khan alongside Hubadai's place. So far, only the Naican have accepted Hubadai's offer, and word of their grandiose palace tempts even the greatest of khans.

The recently finished White Spire is the capital's sole institution for arcane learning. Hubadai has recruited Faerûnian wizards to head up the academy. Most notable among them are Warixi Brandler (NG female Halruuan human wizard 13/archmage 4) and Lord Nommer Ingthul (LE male Waterdhaivian human Illusionist 9). Hubadai is determined to see the school succeed and so keeps a close eye on his superstitious kinfolk, who almost universally distrust magic. So far, most recruits to the White Spire are ambitious young women eager to be free from the daily drudgery of nomadic life.

The city's Golden Plaza is a large area of space set aside for caravans to rest and trade. Within the relative safety of Kourmira's walls, traders are free to conduct business with no worry of raiders or monsters. Hubadai does not tax any transactions, although he does charge traders a modest toll for entering the city.

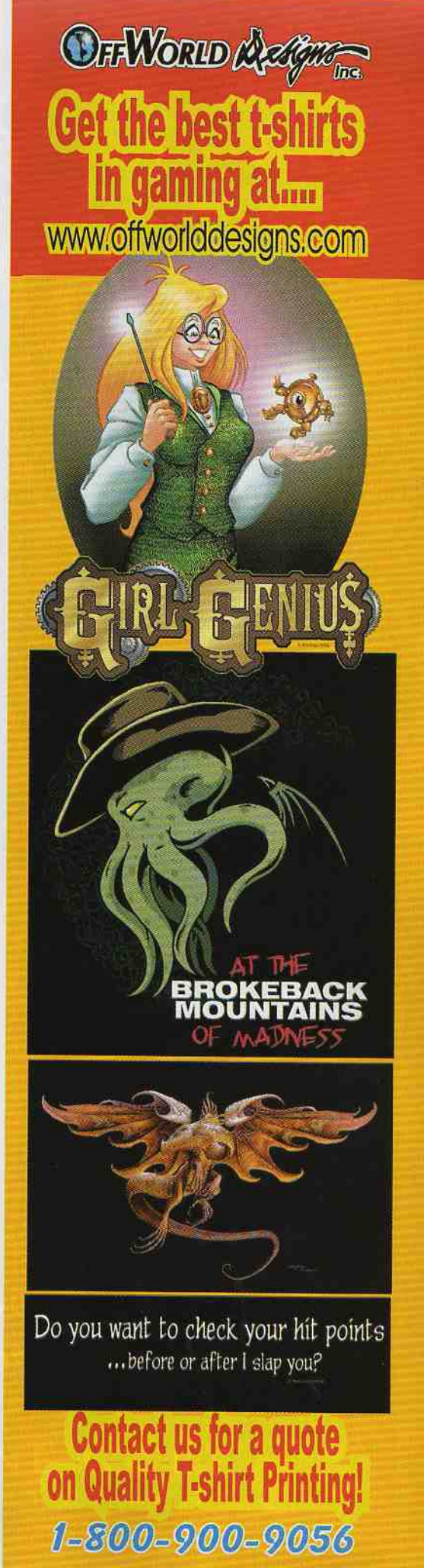
Zexthandrim

Carved out deep beneath the Mountains of Copper before the rise of Imaskar, Zexthandrim was a great mining kingdom of kobolds known for its precious metal and gem mining. The nascent Imaskari Empire annexed the kobold kingdom and enslaved its people, demanding gold and jewels as tribute from their new slaves. When the kobolds deceived their masters by withholding the choicest gems, the artificers sent an army of golem enforcers to punish their rebellious servants. The relentless Imaskari army was composed of two types of constructs: shepherd golems and portal golems. Shepherd golems were small, incredibly strong automatons tasked with herding the inhabitants of Zexthandrim through the portal golems: huge, slow-moving constructs with a portal embedded into their torsos. The efficient golems dispatched every kobold in Zexthandrim, sending all to an unknown doom.

A testament to kobold ingenuity, Zexthandrim remains a mind-boggling maze containing dozens of cleverly built death-traps. The kobolds rigged numerous collapsing ceilings, explosive devices, and other cruel contraptions to safeguard their crudely hewn treasures.

Since the fall of Zexthandrim over 8,700 years ago, the city's ruins have remained mostly undisturbed due to the presence of still-functional Imaskari constructs. Those few explorers who have heard of the legends of an ancient kobold kingdom never return from a trip to Zexthandrim. Invariably these lone individuals or small groups disturb the Imaskari golems who again and again fulfill their original orders.

In recent centuries, the gnomes of nearby Songfarla have taken it upon themselves to maintain watch over Zexthandrim to prevent anyone from entering and to hold back anything foul that might escape.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DZALMUS

The Hordelands breeds creatures harsh and deadly, and in no creature is this more evident than the native dragons of the Endless Wastes, the dreaded, multiheaded dzalmus.

Dragon (Air)

Environment: Any steppes or grassland.

Organization: Wyrmling, very young, young: solitary (with humanoid companions) or clutch (2–5); juvenile, young adult, adult, mature adult, old, very old, ancient, wyrm, great wyrm: solitary (with humanoid companions).

Challenge Ratings: Wyrmling 4; very young 5; young 6; juvenile 7; young adult 9; adult 11; mature adult 13; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23.

Treasure: Wyrmling, very young, young, juvenile, young adult: standard; adult, mature adult, old: double standard; very old, ancient, wyrm, great wyrm: triple standard.

Alignment: Chaotic evil.

Advancement: Wyrmling 5–6 HD (Small); very young 8–9 HD (Small); young 11–12 HD (Medium); juvenile 14–15 HD (Medium); young adult 17–18 HD (Medium); adult 20–21 HD (Large); mature adult 23–24 HD (Large); old 26–27 HD (Large); very old 29–30 HD (Huge); ancient 32–33 HD (Huge); wyrm 35–36 HD (Huge); great wyrm 38+ HD (Huge).

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	S	4d12+4 (30)	11	10	13	10	11	12	+4/+0	+5	+5	+4	+4	1d8 (13)	—
Very Young	S	7d12+7 (52)	13	10	13	12	13	12	+7/+4	+9	+6	+5	+6	2d8 (14)	—
Young	M	10d12+20 (85)	15	10	15	14	13	14	+10/+12	+12	+9	+7	+8	3d8 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	16	15	14	+13/+16	+16	+10	+8	+10	4d8 (18)	—
Young Adult	M	16d12+48 (152)	19	10	17	18	15	16	+16/+20	+20	+13	+10	+12	5d8 (21)	21
Adult	L	19d12+57 (180)	21	10	17	20	19	16	+19/+28	+23	+14	+11	+15	6d8 (22)	22
Mature Adult	L	22d12+88 (231)	23	10	19	22	19	18	+22/+31	+26	+17	+13	+17	7d8 (25)	25
Old	L	25d12+100 (262)	25	10	19	24	21	18	+25/+36	+31	+18	+14	+19	8d8 (26)	26
Very Old	H	28d12+140 (322)	27	10	21	26	23	20	+28/+44	+34	+21	+16	+22	9d8 (29)	29
Ancient	H	31d12+186 (387)	29	10	23	26	25	20	+31/+48	+38	+23	+17	+24	10d8 (31)	30
Wyrm	H	34d12+238 (459)	31	10	25	28	25	22	+34/+52	+42	+26	+19	+26	11d8 (34)	33
Great Wyrm	H	37d12+296 (536)	33	10	27	28	27	24	+37/+56	+46	+28	+20	+28	12d8 (36)	35

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 150 ft. (average)	+0	14 (+1 size, +3 natural), touch 11, flat-footed 14	Camouflage, immunity to enchantment	—	—
Very Young	60 ft., fly 150 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	—	—	—
Young	60 ft., fly 200 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19	*pass without trace*	1st	—
Juvenile	60 ft., fly 200 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	*Fog cloud*	3rd	—
Young Adult	60 ft., fly 200 ft. (poor)	+0	25 (+15 natural), touch 10, flat-footed 25	DR 5/magic	5th	17
Adult	60 ft., fly 200 ft. (poor)	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	*Slow*	7th	19
Mature Adult	60 ft., fly 200 ft. (poor)	+0	30 (-1 size, +21 natural), touch 9, flat-footed 30	DR 10/magic	9th	21
Old	60 ft., fly 200 ft. (poor)	+0	33 (-2 size, +24 natural), touch 9, flat-footed 33	*Chain lightning*	11th	23
Very Old	60 ft., fly 250 ft. (clumsy)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	13th	25
Ancient	60 ft., fly 250 ft. (clumsy)	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	*Whirlwind*	15th	27
Wyrm	60 ft., fly 250 ft. (clumsy)	+0	41 (-4 size, +33 natural), touch 8, flat-footed 41	DR 20/magic	17th	29
Great Wyrm	60 ft., fly 250 ft. (clumsy)	+0	44 (-4 size, +36 natural), touch 8, flat-footed 44	*Storm of vengeance*	19th	31

A dun-colored dragon rises from the tall, dry grasses. Leathery, finlike wings taper back into a wedge-shaped tail, and from its muscular body snake three thick necks, each ending in a fierce, draconic head.

Dzalmus are malevolent and relentless hunters that roam the entire the length of the Endless Waste. They are three-headed scourges of the steppes famed for their ravenous appetites. Their feasting on horse and goat herds causes much hardship and suffering for local barbarians.

The three heads of a dzalmus dragon rest on long muscled necks that taper smoothly into the creature's torso. Their bodies are flatter and broader than most other dragons. The scales of the dzalmus range from drab yellow to dull sandy brown in color.

Young dzalmus do not hoard wealth or maintain permanent lairs. Older dzalmus of mature adult age or older prefer to dwell in isolated caves close to abundant food sources.

The dzalmus shun social contact, even refusing to acknowledge their own kind most of the time. Coupled dzalmus dragons part soon after mating, abandoning the nest to fate. Breeding occurs more often for dzalmus than for other dragons, which accounts for their greater numbers.

Combat

A dzalmus typically divides its attacks to engage as many foes as possible. These dragons prefer to surprise opponents by either leaping from a concealed position or rising suddenly from behind a large hill. Unlike most dragons, dzalmus do not have wing attacks, their wings being smaller and constructed differently that most draconic creatures. Their most obvious feature, their three heads, also aid them in combat, allowing them to make three bite attacks in a full-round attack.

Breath Weapon (Su): A dzalmus has one type of breath weapon: a cone of vampiric life-draining gas. Every creature within the area of the gas must succeed on a Fortitude save or take 1 point of Constitution damage per age category of the dragon. The victim must then succeed on a second save at the same DC 1 minute later or take the same amount of damage. Any of the dzalmus's three heads may use this attack, but only one can breath per round. Once the dzalmus uses its breath weapon, none of the heads can do so again until 1d4 rounds later.

Spell-Like Abilities: At will—*pass without trace* (young or older), *fog cloud* (juvenile or older), *slow* (adult or older); 3/day—*chain lightning* (old or older), *whirlwind* (ancient or older), *storm of vengeance* (great wyrm or older).

Skills: *A dzalmus gains a +10 on Hide checks in grassland environments.

by Tim Hitchcock • illustrated by Peter Bergting

the Ecology of the OGRE MAGE

Physically powerful, viciously cunning, and incredibly egotistical, ogre mages number among the most cruel and intimidating of the mortal races. Possessing an array of potent unnatural abilities, these lesser giants' terrible appearances and fearsome natures seem more akin to fiends than the crude ogres of the Material Plane. In truth, ogre mages hold connections to both their brutal namesakes and darker powers, rising from pits of savagery to forge barbarism and brutality into a weapon pointed at the heart of civilization.

HISTORY OF THE OGRE MAGE

While the libraries of sages and the lore of civilized peoples hold varied suppositions on the lineage of ogre mages, members of this cruel race refute all claims penned by humanoid hands—dismissing them as fearful lies and jealous insults. Through their varied bloodlines ogre mages carry their own tale, claiming it as the sole truth of their sorrowful history. Only one written copy of this tale is rumored to exist, tattooed upon the petrified skin of a gigantic primordial ancestor they call Muaj, the Last Immortal.

In those eldritch times, when man was closer to beast, many barbarous mortal tribes revered Vaprak the Destroyer above all other gods, as pain and violence served as the only absolute laws of existence. It was a time of ceaseless war, and Vaprak's followers called upon his favor with dark rituals and bloody sacrifices. In turn, the Destroyer rewarded his devotees with unholy blessings. His disciples birthed great warriors, hulking brutes twice the height of ordinary men with great claws and thick skin. For centuries, Vaprak's tribes remained locked in brutal and bloody conflict while deep in his Abyssal realm he greedily feasted upon the souls of the fallen.

Having endured ages of blood, many of the weaker tribes slowly turned from Vaprak and sought the salvation of more merciful deities. Over time, thousands abandoned the Destroyer, converting to benevolent faiths and—to Vaprak's disgust—they prospered.

Eventually, only those tribes descended from Vaprak's blessed warriors remained devoted to him, creatures the emerging civilized races reviled and called ogres and trolls—driving them to the harshest and most remote places of the world.

Still Vaprak refused to accept defeat. Deep in the Abyss, from the ranks of his demonic spawn, Vaprak summoned his three most powerful sons—Anori, Hakuni, and Muaj. He promised to make them feared and worshiped and raise them as gods in his own bloody pantheon if they'd perform a solitary task for him: be born as mortals for a single lifetime and lead his armies to victory over civilization. Greedy and destructive, the bloody-minded siblings bowed to their father's will.

Soon after, the shamans of Vaprak's three greatest remaining tribes received a vision. In it, each foresaw a champion born unto his tribe, a terrifying creature whose leadership would usher in a new age of conquest. The vision proclaimed that the three tribes were Vaprak's chosen ones, and under the tyranny of his own sons they would spill forth from the mountains and swamps to slaughter the weak and reclaim the world in the Destroyer's name.

Shortly thereafter, under the light of a full, blood-red moon, the sons of Vaprak were born to each tribe. Strange creatures of demonic appearance, they grew with unnatural quickness, supplanting the chieftains of each tribe within a month. Great armies of trolls and ogres formed around these fiendish warlords and, as the Destroyer

KNOWLEDGE OF THE OGRE MAGE

The following table shows the results of a Knowledge (nature) check as it relates to ogre mages. Barbarian tribes, border guards, and other residents of savage frontiers are most likely to possess this information. The ogre mage appears on page 200 of the *Monster Manual*.

Knowledge (nature)

DC	Result
18	More intelligent than normal ogres and with strangely colored skin, ogre mages possess great physical strength and a number of potent magical powers.
23	Ogre mages rely on a variety of spell-like abilities to charm and confuse their enemies. They are more lawfully minded than normal ogres.
28	Ogre mages possess the uncanny ability to fly, as well as the ability to take many forms. They generally live in cold mountainous regions alone or in small clans.
33	Ogre mages quickly regenerate lost limbs and other physical damage, although fire and acid affect them normally. They also often prove resistant to magical attacks. Ogre mages can typically speak Common and Giant.
38	At will, an ogre mage can unleash a blast of flensing ice. Many ogre mages worship the cruel god Vaprak the Destroyer, patron of ogres and trolls. This respect often comes grudgingly, however, as many ogre mages believe their god holds them in disfavor.

prophesied, hoards of savage giants raged forth from the broken places of the world.

Vaprak's war did not, however, proceed as the Destroyer has foreseen. Although the savage legions left countless dead and untold ruin in their wake, the devotion, invention, and magic of the rising civilized races ultimately drove back the beastlike hordes. Thus, even under the leadership of Vaprak's own once-immortal sons, the ogres and trolls were routed into the wilds where they have ever since remained, persecuted and hunted.

Witnessing this staggering defeat, Vaprak flew into an unending rage. In his fury, he blamed the hated civilized races for his defeat, but his damnation fell most directly upon Anori, Hakuni, and Muaj. Stripping them of their greatest powers and their immortality, he cursed his three failed sons and exiled them from the Abyss forever.

From these outcast, semi-divine lines the first ogre mages were spawned, belched up from the bowels of the planes, possessing the ambition of their godlike heritages yet eternally lacking the power and time to give their profane wills form.

THE REAL HISTORY OF THE OGRE MAGE

While no tales exist about creatures specifically called ogre mages, stories about ogres are pervasive throughout Western folklore. Although the word "ogre" has French roots, the name is thought to be derived from the Latin name Orcus, the Roman god of the Underworld. The ogre mage, however, finds its origins more closely tied to the *oni* of Japanese folklore—spirits, some dangerous, some benevolent, with great strength, strangely colored skin, and sharp horns. Even today, during the Spring *Setsubun* festival, some people toss soybeans out their door, chanting *"Oni wa soto! Fuku wa uchi"* (*"Demons out! Luck in!"*)! In DUNGEONS & DRAGONS, the ogre mage originally appeared in the first edition *Monster Manual* (subtitled "Japanese ogre" therein), and recently appeared in the *D&D Miniatures: Angelfire* set.

PHYSIOLOGY OF THE OGRE MAGE

Much speculation occurs over the fearsome and seemingly fiendish forms of ogre mages. As giants, they loom more than 10 feet tall and weigh upward of 700 pounds, their tremendous size only augmenting the terror of their grim forms and strange coloring. Hints of fiendish heritage seem evident in much of the race's gruesome physicality, such as their strong, curved horns, blackened teeth and nails, and stark white pupils. An unnaturally fast healing rate and metabolism provides these creatures with their regenerative properties as well as a notably high body temperature, offering a possible explanation for their preference for settling in colder climates. As trolls possess a similar physiology, some suspect that ogre mages might evidence some primal connection between both the ogre and troll races.

Occasionally, mutations occur among ogre mage bloodlines, producing variants of different coloration and with subtly different powers. For the most part, though, consistent attributes indicate the stabilization of the race, and even a possible decline in their supernatural power. If ogre mages can in fact trace their lineage back to the Lower Planes, millennia of inbreeding and interbreeding with the native ogres of the Material Plane would likely be responsible for just such a gradual waning.

Ever seeking physical perfection and an edge over opponents, a striking number of ogre mages experiment with the manipulation of their regenerative properties, breaking or severing their limbs in personal displays of power and then reattaching in preferable ways, sometimes resulting in the growth of spiky protrusions of bone armor and weaponry. Regardless of such exploitation, ogre mages' regenerative abilities are not absolute, as fire and acid burn and scar them just as they do natural creatures.

The other abilities of ogre mages, such as their ability to fly without wings or produce a number of spell-like effects, have no evident relation to their physiology, marking some lingering supernatural or extraplanar connection.

PSYCHOLOGY AND SOCIETY OF THE OGRE MAGE

Believing themselves forsaken by Vaprak, many ogre mages hold that their physical bodies are mere vessels for ancient, outcast souls. Upon death, one of these immortal souls passes from the ogre mage to its most powerful offspring. The soul thus remains trapped in a state of slow transcendence. With each new life it tries to attain a state closer to the foul divinity it lost—ever striving to appease a fickle, savage god. In this regard, the spirit or self proves of utmost importance, with many ogre mages worshiping themselves as divine vessels—in addition to the grudging respect they offer Vaprak. These beliefs fuel great acts of savagery and destructiveness as they seek to regain their fabled lost immortality.

Ogre mage culture is strictly patriarchal, with males seizing dominant roles over spouses and offspring. Within their small clans, adult males allot few rights

DESCENDANTS OF THE THREE

The ogre mages described in the *Monster Manual* represent the descendants of Muaj, the most commonly encountered scions of Vaprak's forsaken sons. Although less common, the lineages of Agmori and Hakuni are equally powerful, dangerous, and evil.

Cereborg

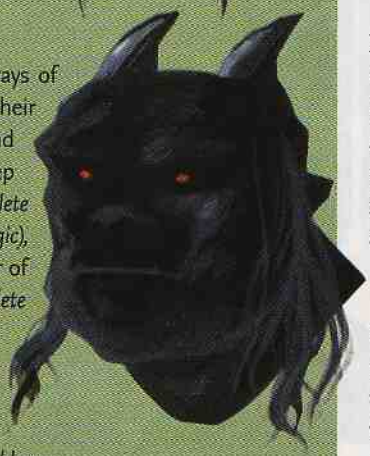
The fearsome descendants of Agmori live far to the north in castles carved from solid ice. Common folk refer to them as cereborgs for their renowned mastery of the psionic disciplines and identify them by their seemingly frostbitten blue skin. Cereborgs typically progress as psions, psychic warriors, or soulknives, some advancing into the psion uncarnate, thrallherd, and warmind prestige classes (*Expanded Psionics Handbook*).

Cereborge replace the spell-like abilities of normal ogre mages with the following psionic-like abilities (see *Expanded Psionics Handbook*):

Psionic-Like Abilities: At will—*cloud mind* (DC 15), *empathy* (DC 14); 1/day—*death urge* (DC 17), *dimension swap* (DC 15), *mental disruption* (DC 15), *psionic dimension door*. Manifester level 9th. The save DCs are Charisma-based.

Ogre Umbramage

The banished demigod Hakuni excelled in the ways of deception and assassination. Ogre mages tracing their lineage to him make unusual use of stealth and many dye their already darkly pigmented skins deep black. They often progress as rogues, ninjas (*Complete Adventurer*), and even shadowcasters (*Tome of Magic*), some advancing into the ghost-faced killer, master of shadow, or shadowblade prestige classes (*Complete Adventurer* and *Tome of Magic*).



Ogre umbermages replace the spell-like abilities of normal ogre mages with the following spell-like abilities:

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*detect thoughts* (DC 15), *enervation* (DC 17), *scare* (DC 15), *shadow walk* (DC 19), *waves of fatigue* (DC 18). Caster level 9th. The save DCs are Charisma-based.

to weaker individuals and in many instances treat them little better than slaves. When an elder dies, he bequeaths his wealth and social position to the oldest son. Because males define themselves by social status, the eldest son changes often, and infanticide is both a culturally acceptable and expected method of ruling out potential threats. Still, strength is what is valued in the society, and many female ogre mages notoriously rise against their spouses, slay them, and assume their wealth and tribal position. Rather than ruling the clan, these matrons hold their position in escrow until such a time that a son reaches maturity and seizes it.

The responsibility of child-rearing falls upon the male clan leader's spouses or consorts. Male offspring are typically named after Vaprak's mythic sons, Anori, Hakuni, or Muaj—or variations thereof—while females garner demeaning titles, if any name at all. Mothers often raise their offspring in secret locations to prevent males from observing their children's growth. Typically, mothers lie about a male child's gender, raising him as a female to limit murderous culling. In this environment, females, consorts, and children form close alliances, with the relationship focusing on survival and defeating the father. The strongest bonds occur between the mother and the eldest son, or between male and female siblings. Young males become particularly devoted to whomever sheltered and provided for them in earlier years and many choose spouses incestuously. Regardless, once a male reaches maturity, he displays a violent eagerness to prove himself. Provided his father still lives, he seeks to hunt down and kill his elder in order to assume his position. Those with little hope of besting their fathers or elder siblings often flee their clans and seek power elsewhere—although many die trying to escape.

Outside of their clans—and regardless of their strong lawful tendencies—ogre mages rarely associate with others of their kind. They might briefly form alliances to fight common enemies, overthrow the threat of a more powerful ogre mage, or to barter for wealth and slaves, but such associations are rare and often end in betrayal.

Self-absorbed by their nature, ogre mages possess an unyielding sense of personal entitlement and rarely view other beings as anything more than commodities. They rapaciously take whatever they need, specifically preying on those weaker than themselves, whom they force into slavery or subjugate into worshipers—dual states with little real distinction. Ogre mages spend enormous effort cultivating groups of followers and slaves. Such minions are kept for both their menial uses and as a quantifiable way for their master to measure his power and influence.

ADVANCED OGRE MAGE

Ogre mages typically advance as sorcerers, their favored class. They prefer to rely on their inborn talent and only rarely pursue the more scholarly path of the wizard. Because of their natural regenerative powers, ogre mage

spellcasters focus on prestige classes that allow them to manipulate their bodies, such as the acolyte of the skin or blood magus (*Complete Arcane*). Those of a more martial disposition become fighters, monks, or samurai (*Complete Warrior*). Other classes hold little appeal to them. Given their history, clerics are exceptionally rare among ogre mages although some become ur priests (*Compete Divine*).

Although rare, fiendish and half-fiend ogre mages exist. Revered by others of their kind, they often become great leaders or warriors. Ogre mages view such individuals as proof of their immortal ancestry and females sometimes secretly breed with fiends in order to give their offspring a higher status.

SAMPLE ADVANCED OGRE MAGE

A sadistic mercenary, Muaj-Ruhlor lives only to watch lesser beings die. He seeks out wars and conflicts, indiscriminately hiring himself to either rival. He arrogantly takes pleasure in battlefield dramatics, cutting down both allies and enemies to sate his bloodlust.

MUAJ-RUHLOR **CR 17**

Male ogre mage fighter 5, kensai 3
LE Large giant
Init +5; **Senses** darkvision 90 ft., low-light vision; Listen +7, Spot +7
Languages Common, Giant, Infernal, Orc

AC 25, touch 10, flat-footed 24
hp 131 hp (13 HD); regeneration 5
SR 19
Fort +16 **Ref** +6, **Will** +8

Speed 40 ft. (8 squares); fly 40 ft. (good)
Melee *+3 Large human bane, thundering greatsword* +21/+16 (4d8+10/17–20)
Space 10 ft; **Reach** 10 ft.
Base Atk +10; Grp +14
Atk Options Cleave, Combat Expertise, Great Cleave, Power Attack
Combat Gear *potion of cure serious wounds, potion of haste, potion of resist energy (fire)* 20
Spell-Like Abilities (CL 9th)
At will—*darkness, invisibility*
1/day—*charm person* (DC 16), *cone of cold* (DC 19), *gaseous form, polymorph, sleep* (DC 16)

Abilities Str 26, Dex 12, Con 20, Int 14, Wis 12, Cha 20
Feats Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword)
Skills Concentration +15, Diplomacy +10, Intimidate +14, Listen +7, Sense Motive +3, Spellcraft +8, Spot +7, Ride +6
Possessions combat gear plus *+3 great armor, +3 Large human bane thundering greatsword, cloak of resistance +2*

Flight (Su) Muaj-Ruhlor can cease or resume flight as a free action. While using gaseous form, he can fly at his normal speed and has perfect maneuverability.
Regeneration (Ex) Fire and acid deal normal damage to Muaj-Ruhlor.
Signature Weapon (Su) Muaj-Ruhlor's greatsword is his signature weapon. This ability grants his *+1 Large human bane thundering greatsword* a +3 enhancement bonus.
Power Surge (Ex) As a move action, Muaj-Ruhlor can make a DC 15 Concentration check. If he succeeds, he gains a +8 bonus to his strength for 1 round. Each time after the first that he successfully uses this ability in a 24-hour period, the check DC increases by 5.

Beyond Sasserine

by F. Wesley Schneider and James Sutter • illustrated by Ben Wootten

To fight back against the rising savage tide, this article series presents you, the player, with the tips, tricks, and tools you need to avoid being swept away. While the pages of *Dungeon* magazine present DMs with every vile plot and cunning monster needed to run the Savage Tide Adventure Path, *Dragon* offers details and options to help you stay on course. This month's installment offers an overview of the wilds surrounding the city of Sasserine, as well as new information and developments from beyond the safety of civilization.

Sasserine Environs

While well situated to reap the bounty of the sea, Sasserine faces numerous challenges in regards to its surrounding lands. For those who dare to venture beyond the safety of stone walls, the following presents an overview of the most noteworthy locales and geographic features within Sasserine's area of influence.

Geography

Frequent rains, humid heat waves, powerful rivers, and seasonal monsoons nurture tangled jungles and sprawling swamps in the region surrounding Sasserine. Those who brave the wilds are sure to encounter the rich and often dangerous flora and fauna that flourish within these fecund reaches. Players and DMs taking their adventures into these wilds should familiarize themselves with the rules for getting lost, as presented on page 86 of the *Dungeon Master's Guide*.

Amedio Jungle: This lush tropical jungle dominates the region. Ancient, widely spaced trees form a dense canopy, which in turn cloaks the jungle floor in an endless green night. Broadleaf plants, creeping vines, pervasive streams, and tracks of bogs characterize the jungle floor. All manner of insects and animals (some of monstrous size), predatory plants, oozes, and even occasional

will-o'-wisps, hags, hydras, or black dragons lair in these verdant depths. Far from civilization, clans of lizardfolk, bullywugs, and strangely colored goblins make their homes, along with primitive tribes of short humans known as the Olman and lithe, dark-skinned elves called the grugach.

Blood Bay: There are many stories behind the color of Blood Bay. Some old salts hold that the waves run scarlet with the blood of Gulrotha, a kraken too wounded by sailors to return to the open ocean. Others think it a pirate plot, the entire bay dyed red in an effort to scare the curious away from their underhanded dealings. Sages scoff at both ideas, claiming the bay's unique coloring is merely the result of iron deposits swept down from the mountains by the Hungry Fish River.

Crab River: Cut off—to a degree—from the larger predators of the Amedio Jungle, the swamps around the Crab River are largely considered safer than those to the east. As such, smugglers, outcasts, and followers of a gruesome aggregate religion make the river banks their home. Despite the river's name, aside from small populations of crayfish and hermit crabs, no sizable species of crustaceans scuttle below these meandering waters. Local legends tell of a chuul-like creature of incredible size that lairs deep within the swamp, and whenever someone goes mysteriously missing on the river, local swampers are quick to claim that "Ol'Rek Claw gottem!"

Emerald River: The Emerald River takes its name from a unique form of algae that grows atop its slow-moving water. Sapping minerals from the river shore and runoff from the Hellfurnaces, this green vegetation forms a quartzlike layer that, from a distance, looks like sheets of floating emerald. While quite beautiful, the shiny algae makes perfect camouflage for the slick scales of the crocodiles, snakes, frogs and the gigantic varieties of each that lurk within.

Hellfurnaces: Volcanic instability, violently changing features, frigid winds, and searing lava flows all characterize this angry range of mountains. Extremely difficult to travel and inhospitable to the majority of life, only the most rugged and determined creatures—often those that relish scorching heat and flame—hunt these treacherous heights.

Hungry Fish River: Coursing through some of the densest stretches of jungle before meeting up with the Tiger River and feeding into Blood Bay, Hungry Fish River is avoided by locals as much for the dangerous animals—and worse—that stalk its banks as for the malicious piranha swarms that are its namesake. Rumor has it that the tiny fish have even learned how to capsize canoes and skiffs by rushing them en masse from the side.

Jeklea Bay: Largely isolated from the rest of the Azure Sea by the Hellfurnaces on one side and the Hook Peninsula on the other, Jeklea Bay spent many years as a holding of the Sea Princes before public unrest and assassinations arranged by the Scarlet Brotherhood saw it fall into anarchy. Though the now-autonomous city of Sasserine has begun to emerge as the main power in the region, Brotherhood ships still frequently ply the waters along this coast to maintain their holdings in the rich and fertile southern jungles. Due to the bay's shape, a steady current swirls the waters counterclockwise along the

WHAT DO YOU KNOW: THE CRIMSON FLEET

Little is known but much is speculated about the notorious Crimson Fleet, the well-organized armada of pirate ships that roams the southern seas. PCs spending time in Sasserine are likely to have learned some information about these ocean-going bandits. The information presented here is effectively the result of a DC 10 Knowledge (local) check regarding the Crimson Fleet.

The Crimson Fleet: A loosely organized band of pirates known to operate in the oceans surrounding the Amedio Jungle. These scoundrels perform all manner of high-seas brigandage, slavery, and smuggling, operating from a foul harbor far to the south. Crimson Fleet captains are renowned for their ruthlessness and cruelty, but still hold to a perverse code of honor. While stories abound of the Fleet razing and pillaging abound, the pirates Amedio settlements give Sasserine a wide berth.

Rumors

The following are several rumors regarding the Crimson Fleet:

- Captains in the Crimson Fleet are all addicted to a drug that turns their eyes permanently red with blood.
- The threat of the Crimson Fleet is the only thing keeping the Scarlet Brotherhood from overrunning Sasserine.
- The leader of the Fleet is known only as "The Admiral," and wears a blood-red mask over half of his face at all times to conceal his shocking identity.
- The sailors in the Crimson Fleet are all cannibals, loosed upon the seas to sow torment and pain.
- The Fleet has eyes and ears everywhere, and communicates through seemingly innocuous signs and signals. Those who speak ill of it without care are likely to meet with accidents.
- The Fleet has a hundred ships, the largest of which is a mobile island drawn by enslaved dragon turtles.

shore, speeding the passage of frequent merchant, smuggler, and slaver ships as they spur on the sudden resurgence of colonization in the Amedio.

Kraken's Cove: Rumored to be guarded by the legendary kraken Gulrotha, this cove is shrouded in mystery. Barely visible as a dark patch among rocky cliffs, any safe port here is walled off from the rest of the bay by a wide swath of reefs, rocks, and the occasional scuttled ship, lead-tipped masts just inches below the waves.

Skyfroth River: Thundering down from the Hellfurances, crashing falls and deadly rapids exemplify this frothing whitewater river. The two largest falls, the Crushwater (5 miles from the Thunder River) and Jairador's Leap (10 miles from the Thunder River), bar the waterway from any substantial use in commerce or travel. Seemingly just for that reason, a semi-permanent encampment of monks, the Speakers of the Roaring Way, resides in an area of numerous smaller cascades and cliff-side grottos between the two greater falls.

Thunder River: Thunder River is the lifeblood of Sasserine's thriving lumber industry. Lumberjacks upriver in the dense jungles south of Castle Rakin fell huge numbers of exotic hardwood trees, limbing and floating the logs downstream to Sasserine for milling and shipping. Along the way, the logs are tended by the brave and foolhardy logriders, who make the thirty-plus-mile journey balanced on crudely-lashed log bundles and wielding long pikes, both to prevent jams and to guard shipments from competing logging concerns. Pay for both the lumberjacks and the logriders is high, as in addition to the standard hazards of their job they must keep a sharp eye out for lizardfolk, river monsters, and the deadly rapids and waterfalls that give the river its name.

Tiger River: While tigers and other large predators do inhabit the eastern reaches of the Amedio Jungle, the Tiger River takes its name from the ferocity of its aquatic inhabitants. The river is best known for its small population of a rare freshwater species of seacat. The bright scales and pelts of these tropical magical beasts fetch high prices, making hunting the aquatic felines as lucrative as it is deadly.

Sasserine's Holdings

Outside its city walls, Sasserine directly controls and relies upon several assets in the surrounding region.

Amedio Highway: Paralleling the Thunder River for much of its length, the Amedio Highway connects Sasserine with Cauldron, its sister city high in the caldera of a dormant volcano. Although trade and correspondence between the two cities is brisk, the road's length is such that it's possible to go for long stretches without encountering other travelers. Much like the river, the Amedio Highway is relatively safe and crowded with merchant and lumber traffic where it runs through the marshlands and plantations close to Sasserine, but those who press on into the jungle find themselves increasingly at risk of being waylaid by lizardfolk, jungle predators, and the occasional hunter from the heights of the Hellfurnaces.

Blisterwall: Angry-looking, red Hellfurnace rock and patches of hairy swamp mold give Blisterwall fortress both its name and a perpetually sore, gangrenous look. Positioned to defend Sasserine's eastern plantations from jungle threats, the relatively secluded and perpetually moist location makes this post the least appealing assignment in the Sasserine military. The only serviceman who regularly refuses relocation is **Erlyn Sveld** (NG male half-elf ranger 5), a scout who has successfully captured and trained several Hellfurnace hippogriffs and who is considered the most experienced mountain tracker in the region.

Castle Rakin: The reinforced wooden palisades of Castle Rakin make a regular stopping-off point for lumberjacks and traders along the Thunder River. While the castle proper is merely an unimpressive, three-story stone fortification surrounded by two curtains of sturdy wooden walls, the entire fort is referred to as "the castle." Although it maintains a small garrison of troops, the fort functions more as a trading post, with noisy crowds of merchants,

guides, jungle natives, and charlatans hocking their wares and services along the docks. Much of the business conducted at Castle Rakin would be frowned upon within Sasserine itself, but considerable kickbacks to the fort's commanding officer, **Major Augustine Meravanchi** (N female human fighter 3/rogue 3) assures that business proceeds unimpeded.

Fort Fendawor: A thick-walled coastal fortress erected by the Sea Princes who once held dominance in the region, Fort Fendawor now serves as harbor for Sasserine's depleted naval powers. Few seaworthy ships moor in the natural harbor beneath the fort's protective ballistae, the majority patrolling the coast and open sea in hunt of pirates. The fiery-tempered **Commodore Brandlock** (LG male human fighter 7/legendary captain 4) commands the forces at Fort Fedawor and holds the eradication of piracy in the region as his personal crusade. Unfortunately, his efforts are frustrated by limited men, resources, and ships, as well as misinformation—much of which he fears comes from Crimson Fleet operatives within his own fort.

Plantations: Just outside Sasserine, nearly 25 miles of jungle and swamp along the Thunder River have been cleared for use as sprawling, privately-owned plantations. Providing food crops and exports for the city, the river's seasonal flooding makes the land particularly rich, although those who farm it constantly battle reencroaching jungle vegetation and beasts. Cassava, coffee, cotton, millet, rice, sugarcane, and tea—as well as some more traditional farm crops—make up Sasserine's plantations' most abundant products. Aside from their products, a few particular plantations bear noting.

Boudinot Plantation: Run by the obese Boss Remming Boudinot, it's rumored that his fields of high growing sugarcane disguise a harvest of criminal crops and hide other nefarious dealings.

Dromdal Plantation: The sharp-tongued yet genteel Josiah Imfrid Dromdal commands the largest plantation (cotton and tea) in the area. His greatest prides are his handsome manor house and widely desired daughter, Chablis. Josiah's six strapping sons prove quick to defend both his and their sister's honor.

Misroi Plantation: A cursed place, this untended plantation and burnt-out manor house once belonged to one Anton Misroi, a cruel man who murdered his wife by drowning her in a nearby quicksand bog. When her corpse returned to slay her treacherous husband, the plantation's fearful workers burned the manor house and forever fled.

Local Ruins

Countless civilizations have risen and fallen within the depths of the Amedio

Jungle, their ruins often being the only evidence they ever existed.

Chekitewan: Ancient and terrifying to behold, no vegetation encroaches on the midnight-black rock of this immense, steeped pyramid. Formed of six great tiers, hundreds of shallow, man-sized alcoves riddle the structure—a shriveled humanoid corpse propped within each. For the majority of the year, Chekitewan is merely a mysterious, shunned place, where no beast, jungle native, or explorer dares venture. On the nights of lunar eclipses, when the Olman god Tezcatlipoca turns his ever-watchful eye away from the world, these corpses stalk from their open-air tomb. Throughout these accursed nights, the undead search for victims to drag back to their black ruin, their corpselight torches sometimes seen as far north as Sasserine's plantation holdings. While many whisper that those kidnapped become sacrifices to forgotten heathen gods, the descendants of the Olman—after making signs to ward off evil—claim that these walking dead are ancient heroes and the blood they spill temporarily sates the undying hunger of some eternal evil long imprisoned within the dreaded ziggurat.

Evermire: In the vast and trackless fens east of the Emerald River, a wooden village stands on stilts. Buildings in this tiny frontier town hang suspended over the water at varying heights, from docks just inches above the water to well-to-do houses several stories high, all linked by rope ladders and narrow boardwalks. Completely empty except for small animal nests, these buildings remain weathered but serviceable, with no indication as to why their occupants abandoned them. Stranger still is the ancient tree at the town's center covered in Elven runes, all of which translate as gibberish except for the repetition of the name "Evermire." Few in Sasserine have ventured this far into the swamps and no official record of an elven colony in the area exists.

Magalarve: The contested City of Scales, tribes of both lizardfolk and bullywugs claim this ravaged wooden city as their rightful home. While many surprisingly complex structures cover the ground, much of the city rests upon platforms amid the branches of ancient deklo trees, interconnected by an intricate network of bridges and moldering ropes. While neither of the reptilian tribes that contest the city live there now, warriors from both engage in a decades-old guerrilla war, each seeking to drive out the perceived interlopers.

Mashwan: Meaning "memory" in the ancient Olman dialect, Mashwan is a place of forgetfulness. Within this wide jungle clearing stand twelve stone obelisks surrounding an incredibly intricate sculpted stone disk lying upon the ground. While investigators hypothesize that the precise sections and runes upon the disk comprise some sort of clock or calendar, none know for sure, as all who near the circle black out and lose all memory of the previous several hours.

Spire of Long Shadows: The one-time seat of the demigod Kyuss' power. The ruined city of Kuluth-Mar surrounds this towering, crumbling stone ziggurat, impossibly shaped like a stylized leafless tree or arcane glyph. Tales tell of foul halls beneath this monolith and, although the Wormgod has been defeated, evidence of his dark and terrible power

REPLACEMENT PCS

Death being a constant in the life of an adventurer, it's possible that new PCs might be required to take the place of fallen companions. Fortunately, the area surrounding Sasserine and the relationships made in "There is No Honor" *Dungeon* #139 provide ample sources for new Player Characters.

Jade Ravens: While the Vanderborens' trusted mercenary company are specifically detailed, their allies could make perfect sources for new PCs. A compatriot of the Ravens hired to infiltrate the party could make a good-naturedly duplicitous PC. Alternatively, a relation of one of the Jade Ravens' members—too young or inexperienced to join the company—might join the PCs either to show his worth or vex his family.

Natives: The Olman humans and the Grugach elves of the Amedio Jungle are perfect sources of exotic characters. Barbarians, sorcerers, and clerics of savage deities might all have inscrutable reasons for seeking out the PCs. The pirates of the Crimson Fleet might also have particular interest in Olman natives, primarily as slaves to sell to the Scarlet Brotherhood. Should the PCs free such captives, some tribe members might join the party to repay the life-debt owed.

Sasserine Military: The city's varied military holdings each present opportunities for new characters. Blisterwall and Castle Rakin both support soldiers well versed in tracking and familiar with the ways and creatures of the jungle, mountains, and swamps. Fort Fendawor might produce sailors and marines experienced at sea and skilled at fighting pirates. While members of all classes and races could find employ in the Sasserine military, human fighters and rangers most commonly fill the ranks.

Swamper: Those uncomfortable with or outcast from society scratch out hard lives in the swamps. Smugglers, swamp hunters, bog witches, and followers of strange religions might all find a desirable solitude among the snakes and insects. Any class or race with reason to retreat from civilization might cross paths with the party in the swamp.

doubtlessly still writhes beneath his ruined throne.

Nearby Dungeons

Numerous infamous sites lie scattered across the region, their dangers tempting explorers to both riches and ruin.

Beroarak's Maw: Bursting from the earth beside the swampy banks of the Hungry Fish River juts a 30-foot-tall, vine-choked sculpture of a gigantic crocodile or dragon's head. With jaws wide open to snap at the air above, this highly-stylized Olman remnant holds the entrance to a deep shaft, which drops into the wet ground like a stone gullet. More than a hundred feet below, bones choke this passage—countless bodies that fill a space of unknown depth. While Beroarak's Maw is little more than a morbid landmark by day, it is said that at night a spectral Olman priest haunts the site, performing rites and guarding a crypt temple hidden deep below.

Carver's Pit: For a hundred years, Carver's Pit was the primary stone quarry for Sasserine. Year by year the quarry grew deeper, until one day a workman's pick broke through the stone floor and released a rush of chittering monstrosities. The horrors swept the quarry floor clean of all life, then, just as quickly as they came, swirled back into the opening and were gone.

Though panic spread as survivors and tales of the attack reached Sasserine, the deposition of Orren Teraknian and subsequent takeover by the Sea Princes only a few days later threw the city into such chaos that Carver's Pit was quickly forgotten.

Dungeon of Rust and Fire: High in a stony alpine valley stands the massive Dungeon of Rust and Fire, a windowless pillar of jagged, rusting metal. No paths lead to or from this monument, but those tracing the Emerald River to its subterranean headwaters occasionally catch a glimpse of the tower outlined against the sky. At night, the top of the silent tower erupts in periodic bursts of flame, and close to dawn spindly, insectlike forms can sometimes be seen moving ponderously around its base. It's at these times that the streams feeding the Emerald run black and red, with fish floating belly-up or bearing strange mutations. Scholars who have studied the tower from afar believe it to be somehow related to the ruined gnome enclave of Jzadirune below Cauldron, but something has obviously gone horribly wrong.

Fiddler's Cave: Carnellio Fenderthan was the greatest musician in Sasserine's history, and also one of the most mysterious. The more popular Carnellio's music became, the stranger he acted, withdrawing into himself and spending vast amounts of time in the wilderness. By the time he was 25, he was a complete hermit, speaking to no one and performing only once per year to an enraptured crowd at the Sasserine Opera House before melting back into the marshes and jungles. Folks whispered that the beauty of his own music had driven him insane, or that he'd sold his soul to a demon in exchange for his remarkable skill. Finally, after last year's "Requiem for a Sky Afire" left the whole of Noble District in tears, one of Carnellio's more daring fans tracked him back to a cave deep in the mountains, only to discover that the cave ended in a wall of shimmering green light, with Carnellio nowhere to be seen. Frightened, the fan fled back to the city, where word of his discovery spread quickly through taverns and dancehalls. Now, with the year drawing to a close and the next concert only a few weeks away, curiosity about the Fiddler's Cave is once again rising to a fever pitch.

Hookface's Lair: Deep within the Hellfurnaces lies the home of the notorious red dragon Hookface (a mature adult). His lair is a gapping pit, several hundred feet deep, that cuts to the molten heart of a volcanic mountain. Amid the lava pools of a single great chamber Hookface spends much of his time sleeping surrounded by his massive hoard, rousing only to hunt, char intruders, or investigate upheaval within the mountainous area he considers his domain. (Hookface's depredations are further detailed in the *Shackled City Adventure Path.*)

 by Andy Collins • illustrated by Andrew Hou

OFFICIAL ANSWERS TO YOUR QUESTIONS

This month, the Sage takes on a variety of questions related to magic items. Send your questions for the Sage to **sageadvice@paizo.com.**

Can you activate magic items within the area of a *silence* spell?

A *silence* spell or similar effect prevents the activation of any magic items that require a command word or other verbal form of communication. In general, an item's entry indicates whether a command word is required, although a few categories of items bear special mention.

Scrolls and other spell completion items require you to "perform the simple, finishing parts of the spellcasting (the final gestures, words, and so on)" (*Dungeon Master's Guide,* 213). It's reasonable to conclude that any scroll of a spell that has a verbal component requires spoken words to activate, and thus wouldn't work in the area of a *silence* spell.

Staffs and wands are spell trigger items, which require "a single word that must be spoken" to activate (*Dungeon Master's Guide,* 213). Thus, they don't work in areas of *silence.*

If I attack from inside an *antimagic field* (*Player's Handbook,* 200) using a magic weapon, do I gain the benefit of the weapon if the target is outside the *antimagic field*? What about if I attack from outside against a target inside?

In neither case does the weapon's benefit apply. Both the attacker and the target must be outside the *antimagic field* for any magic of the weapon (or other effects) to apply. (If you made a ranged attack across an *antimagic field*—that is, from outside the area, across some part of the spell's area, against another target outside the area—the attack would resolve normally.)

Can a monk get her unarmed strike enhanced as a magic weapon?

No. Even a magic gauntlet or spiked gauntlet isn't the ideal answer, since these aren't listed as special monk weapons (and therefore aren't as versatile as unarmed strikes).

The *amulet of mighty fists* (*Dungeon Master's Guide,* 246) grants the wearer an enhancement bonus on unarmed and natural weapon attacks, which would include the monk's unarmed strike.

If I'm fighting with two weapons, do my *bracers of quick strike* (*Miniatures Handbook,* 42) grant an extra attack with each weapon?

No. The bracers grant you one additional attack with any one weapon held (not with each weapon held). If you're holding two weapons when you activate the bracers, you may take one additional attack with either weapon (but not with both).

The *circlet of persuasion* (*Dungeon Master's Guide,* 252) grants a +3 competence bonus on Charisma-based checks. Does this bonus apply on turn/rebuke undead checks?

Yes—anything described as a Charisma check (as well as all Charisma-based skill checks) would gain this bonus.

When releasing a dancing weapon (*Dungeon Master's Guide,* 224), what attack modifier does it use? Does it attack on the round it is released?

The dancing weapon uses its owner's base attack bonus and its enhancement bonus, but it doesn't get any of its owner's other attack modifiers (such as his Strength modifier, Weapon Focus, and so on).

The dancing weapon makes a full attack (with multiple attacks if the owner's base attack bonus is +6 or higher) each round, starting on the round it is released.

Can I make an *eternal wand* (*Eberron Campaign Setting,* 265) of *cure light wounds*? Can a wizard use such an item?

Yes and yes. The *eternal wand* entry states that it can hold any arcane spell of 3rd level or lower. The *cure light wounds* spell appears on the bard spell list, and is thus considered an arcane spell.

Furthermore, the entry states that "any character who can cast arcane

spells" can use an *eternal wand*. The spell need not appear on the user's class spell list (a conclusion supported by the example, which describes magewrights wielding *eternal wands of magic missile*, a spell that doesn't appear on the class's spell list).

Does the glamered armor property (*Dungeon Master's Guide*, 219) change any of the statistics of the armor it affects?

No. The glamered property clearly states that "the armor retains all its properties (including weight) when glamered" which includes its armor bonus, maximum Dexterity bonus, armor check penalty, and so forth.

Does the *ivory goat of travail* (*Dungeon Master's Guide*, 256) have all of the special attacks and qualities of the nightmare (including planar travel abilities) in addition to its normal statistics?

No. The reference to game statistics isn't as clear as it could be, but it is intended only as a short-cut (preventing the need to reproduce an entire stat block in the *Dungeon Master's Guide*). The *ivory goat of travail* only gains the creature's numerical statistics (including HD, hp, initiative, speed, AC, attacks, damage [but not fire damage], space/reach, abilities, skills, and feats), not any of its special attacks or qualities.

Does a wizard (or other spellcaster who prepares spells) with a *metamagic rod* (*Dungeon Master's Guide*, 236) activate it when preparing spells (thus preparing three spells with a metamagic effect without paying the extra spell level cost) or when casting spells (allowing her to apply the metamagic effect to any three spells she likes)?

The latter. The metamagic rods function the same for any spellcaster—they allow her to apply a metamagic effect "on the fly" when casting the spell to be affected. The exception is the sorcerer (or by extension, any other spontaneous spellcaster) who must still use a full-round action to cast the affected spell.

Does a *monk's belt* (*Dungeon Master's Guide*, 248) grant a nonmonk wearer his Wisdom bonus to AC?

Yes. Note, however, that the wearer only gains the AC bonus when unarmored and unencumbered, since the belt clearly states that "this AC bonus functions just like the monk's AC bonus."

Is a *pearl of power* a use-activated item (as stated on page 213 of the *Dungeon Master's Guide*) or a command word item (as stated in the item's description on page 263)? Does it require a standard action to use and then another action to cast the recalled spell, or is activating the pearl part of casting the recalled spell?

Technically, it is use activated, but still requires a command (a possibility allowed for in the description of use-activated items on page 213). Therefore, activating it

is a standard action (which is separate from the casting of the recalled spell).

The question boils down to whether the use of the item takes time, or whether its activation is subsumed in its use and takes no extra time. The example for the latter is given as "swinging a magic sword with a built-in enhancement bonus" (*Dungeon Master's Guide*, 213). This doesn't seem to fit the pearl's description at all, which states clearly that a "command" must be given for its function (recalling a spell) to occur. The pearl's activation isn't subsumed in casting the new spell—it specifically recalls a previously prepared and cast spell.

This means that in most cases you can't activate a *pearl of power* and use the recalled spell in the same round. Obviously, there are some exceptions; any swift-action casting time spell, for example, could be cast in the same round that it was recalled.

Can a *pearl of power* be used to recall a spell of a lower level than it's designed for? After all, I could have prepared a lower-level spell in that spell slot.

No. A 5th-level *pearl of power* can only recall a 5th-level spell, even if all you prepared as 5th-level spells were multiple castings of *stoneskin*.

Any metamagic effects (or other effects that altered the spell's level) apply, so a 5th-level *pearl of power* can recall a quickened *magic missile* you've already cast, but not the empowered *cone of cold* (since that's a 7th-level spell).

Is there a limit to the number of *pearls of power* that a character can carry or use?

No. Each pearl requires a standard action to activate, but there's no limit to the number of pearls a character can activate per day.

Can you use a *portable hole* (*Dungeon Master's Guide*, 264) to go through a wall or floor that's less than 10 feet thick?

No. The *portable hole* creates an extradimensional space—it doesn't actually create a hole in an object.

Does the shield of force created by the *ring of force shield* (*Dungeon Master's Guide*, 232) require a free hand to use, or can I use it when wielding two weapons or a two-handed weapon?

The item is silent on the issue, so the Sage believes it appropriate to assume that the ring's shield functions just like a normal heavy shield (except for the lack of armor check penalty or arcane spell failure chance). Thus, it requires a free hand to gain the shield's benefit.

Of course, a character wielding a weapon in that hand could activate the ring after making his attacks for the round (thus gaining its benefit while enemies attack) and deactivate it at the start of his next turn (allowing attacks with that hand). While you wouldn't be able to use the shield hand to make attacks of opportunity while the shield was active, you'd otherwise be nearly as effectively protected as if the shield were active continuously.

The seeking property for ranged weapons says it negates "any miss chances that would otherwise apply" (*Dungeon Master's Guide*, 225). Does this also negate the AC bonus from cover, since that creates a chance that your attack will miss?

No. The phrase "miss chance" specifically refers to percentile rolls used to determine whether an otherwise successful attack actually misses. Concealment is the most common effect that creates a miss chance, but it would also apply to similar effects such as the *displacement* spell (*Player's Handbook*, 223), but not to incorporealness.

Does an object with momentum maintain that momentum if teleported?

Nothing in the rules suggests that the rules of physics wouldn't continue to apply, so it appears that momentum is maintained. If you're plummeting toward the ground when you cast teleport to reach a safe spot, you'd still be "falling" and would therefore take damage as appropriate to the distance you actually fell before teleporting.

Dragon

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 by Amber E. Scott • illustrated by Christophe Swal

POISONMAKING GUIDE

Although tales and legends frequently link poison with assassins, ninjas also possess great skill with venoms and toxins, gaining both the poison use and improved poison use abilities.

Both ninjas and assassins possess Craft as a class skill, which means they can learn to brew their own deadly poisons. Craft (poisonmaking) removes the danger of purchasing black market poisons and allows a character to develop her favorite toxins, instead of subjugating herself to the whims of supply and demand.

This article serves as a reference for characters who wish to create poison. It provides easy access to lists of poisons, rules for crafting them, and a few new optional rules and new equipment as well.

CRAFT (POISONMAKING)

The Craft (poisonmaking) skill appears on page 97 of *Complete Adventurer,* and is reprinted here for ease of use.

The fine art of refining raw materials into effective poisons requires both patience and care (not to mention discretion, in areas where poisons are outlawed). Making poisons with the Craft (poisonmaking) skill follows the rules in the *Player's Handbook* for all Craft skills, with the following exceptions.

Price: The cost of raw materials varies widely depending on whether the character has access to the active ingredient—that is, the venom or plant that actually provides the toxin. If a supply is readily available, the raw materials cost one-sixth of the market price, not one-third. Otherwise, the raw materials cost at least three-quarters of the market price—assuming the substance in question is for sale at all.

Amount: To figure out how much poison you are able to create in a week, make a Craft (poisonmaking) check at the end of the week. If the check is successful, multiply the check result by the DC for the check. That result is how many gp worth of poison you create that week. When your total gp created equals or exceeds the market price of one dose of the poison, that dose is finished. (You may sometimes be able to create more than one dose in a week, depending on your check result and the market price of the poison.) If you fail the check by 4 or less, you make no progress that week. If you fail the check by 5 or more, you ruin half the raw materials and have to buy them again.

PURCHASING RAW MATERIALS

The DM determines the availability of raw materials in an area and sets any appropriate DCs for finding it. The following alternative rules can be used to determine a poison's availability.

Locating raw materials requires a Gather Information check (DC

PURCHASING RAW MATERIALS

Creature-Derived Poisons
- In an environment other than creature's natural environment: +5
- In the creature's natural habitat: +0
- CR: +1 per CR

Plant-Derived Poisons
- In an environment other than the plant's natural environment: +5
- In the creature's natural habitat: +0

Situational Modifiers
- In a good or lawful-aligned area: +2 for each
- In a chaotic or evil-aligned area: –2 for each
- In a large city or metropolis: –4
- In a large town or small city: –2
- In a small town: +0
- In a thorp, hamlet, or village: +4
- In the wild: +6
- Membership in local thieves or assassins guild: –2
- Substance legal in the area: –4

10 + the modifiers listed on the Purchasing Raw Materials sidebar). On a successful check, the raw materials are available. A check that succeeds by 5 or more means the raw materials are readily available and can be purchased for 1/6 the cost. Failing this check by 4 or fewer means you cannot locate the raw materials or they are simply unavailable. Failing the check by 5 or more alerts the local authorities that you are enquiring into potentially illicit goods (the result of this awareness depends on your DM). Apply all appropriate modifiers to determine the availability.

HARVESTING RAW MATERIALS

It stands to reason that, if you need scorpion poison, you should go hunt a scorpion. But what do you do once it's dead? The following optional rules (some of which originally appeared in DRAGON #317's "Using Power Components") offer a guideline on harvesting raw materials.

Harvesting raw materials requires a Survival check with a DC equal to the DC necessary to create the poison. With a successful check, you gain an amount of raw materials equal to 10 sp times your check result.

If you have 5 or more ranks in Knowledge (nature), you gain a +2 synergy bonus on your Survival check when harvesting from plants. If a creature leaves behind no body after its death (for example, shadows), the DC increases by 5 and you must take a full-round action to harvest the poison while the creature still exists (generally the round after its death).

Once harvested, poison raw materials require special care to avoid losing their potency. If left untreated, the raw materials become unusable in 1d6 days. This period of usefulness can be discerned with a successful DC 12 Knowledge (nature) check, and you can extend the duration of usability by making a successful DC 15 Craft (alchemy) check. Succeeding at this Craft (alchemy) check prolongs the raw material's usefulness by one week, plus an additional week for every 5 points by which you succeed at this check. If you fail this Craft (alchemy) check by less than 5 you do not extend the raw material's freshness. If you fail this Craft (alchemy) check by 5 or more you destroy the raw material in the attempt. Once a raw material's potency has been extended it cannot be extended again. Both the *gentle repose* spell and *ungent of timelessness* can also greatly extend a raw material's "shelf life."

CRAFTING POISONS

Too many poisons exist to provide a comprehensive listing here. The Crafting Poisons table, however, gives the DC to create all twenty-nine poisons from page 297 of the *Dungeon Master's Guide*. This information originally appeared in *Complete Adventurer*.

CRAFTING POISONS

Poison	DC to Create
Arsenic	15
Black adder venom	15
Black lotus extract	35
Bloodroot	15
Blue whinnis	15
Burnt othur fumes	25
Carrion crawler brain juice	15
Dark reaver powder	25
Dragon bile	30
Drow poison	15
Giant wasp poison	20
Greenblood oil	15
Id moss	15
Insanity mist	20
Large scorpion venom	20
Lich dust	20
Malyss root paste	20
Medium spider venom	15
Nitharit	20
Oil of taggit	15
Purple worm poison	20
Sassone leaf residue	20
Shadow essence	20
Shreef oil	15
Small centipede poison	15
Striped toadstool	15
Terinav root	25
Ungol dust	20
Wyvern poison	25

POISONER'S KIT

Many professions have specialized kits to aid practitioners in their works. Poisonmaking is no exception.

The poisoner's kit consists of recipe manuals and reagents for making a variety of poisons. The recipe and basic reagents for antitoxin are also included in the kit.

Using a poisoner's kit grants a +2 circumstance bonus on Craft (poisonmaking checks), on Craft (alchemy) checks made to create antitoxin, and on Heal checks made to treat poison.

A poisoner's kit costs 100 gp and weighs 5 pounds.

by Tim Hitchcock • illustrated by Christophe Swal

PSIOTHEURGY

Perhaps it is an age-old fear or just a matter of aesthetic, but arcane spellcasters and psionic manifesters often place their arts at odds with one another. Each espouses its own strengths, while whittling at the other's supposed weaknesses. Still, both arts have more in common than their loudest supporters want to admit, and when paired they often result in potent combinations of mind and mysticism. Many races, such as duergar, githyanki, githzerai, and illithids, have already exploited these benefits, as have revolutionary specialists such as the cerebremancer. Some only use psionics to augment existing powers. For those curious enough to put aside their trepidation, the following feats might provide inspiration or perhaps a stepping stone into the world of psiotheurgy.

HYPNOTIC FOCUS [GENERAL]

You can train your mind to gain mastery over your body and unlock your mind's deepest capabilities.

Benefit: Autohypnosis is always a class skill for you (*Expanded Psionics Handbook*, 36). As long as you do not have psionic focus (either because you expended it or because you lack the ability to gain it) you gain a +2 bonus on Autohypnosis checks.

CANNIBALIZE SPELL [PSIONIC]

You are able to convert spell energy from one of your spellcasting classes into psionic energy.

Prerequisites: Ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can sacrifice spell slots or prepared spells to gain additional power points. You gain a number of power points equal to 1.5 × spell level. You cannot sacrifice 0-level spells in

this way. You can only sacrifice spells when you regain your daily allotment of power points. You cannot sacrifice a spell slot or prepared spell of a higher level than the highest level power you can manifest. For example, you cannot sacrifice a 3rd-level spell slot if you can only manifest 2nd-level powers.

CEREBREMETAMAGIC [METAPSIONIC]

You can metamagically enhance your spells with your mind.

Prerequisite: Any metamagic feat.

Benefit: Choose a metamagic feat you know. You can expend power points to create a prerequisite spell slot needed to prepare a spell modified by that metamagic feat. The power point cost equals double the needed spell slot's level (the level of the spell needed to prepare or spontaneously cast the desired spell with the desired metamagic feat applied). You also must devote a spell slot of the spell's normal level to this spell. You cannot enhance a spell in this way beyond the level of the highest-level spell you can cast. For example, a psion 5/wizard 5 can—instead of using his only 3rd-level spell slot preparing a maximized *magic missile*—spend 6 power points to maximize the spell as a 1st-level spell (using up one of his 1st-level spell slots to do so). A sorcerer must spend a full-round action casting a cerebremetamagic spell.

CHAMELEON CRAFTING [ITEM CREATION]

You can craft magic items that can duplicate psionic powers, or psionic items that duplicate magic powers.

Prerequisites: Any one item creation feat, ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can place any spell or a power that you know into any items you create. The item crafted determines if the effect is magical or psionic. For example, a psion/sorcerer with the Imprint Stone feat could create a psionic *shocking grasp* stone. Likewise, if the same character had the Brew Potion feat, she could create a magic potion of *my light*. The XP cost for an item created with this feat equals 1.5 times the item's standard XP cost.

MYSTIC FOCUS [PSIONIC]

You can tap your innate magical powers to create a reserve of mystic energy.

Prerequisite: Ability to cast 1st-level spells.

Benefit: As a swift action, you may sacrifice a 1st-level spell slot or prepared spell to gain a virtual power point. This virtual power point allows you to gain psionic focus as a psionic character (*Expanded Psionics Handbook*, 37). You gain psionic focus automatically in this way and do not need to make a Concentration check. If you expend your psionic focus gained because of this feat, you also lose the virtual power point from your sacrificed spell and must sacrifice another 1st-level spell or spell slot to regain it.

If you already have psionic focus from another source, sacrificing a spell slot or prepared spell to this feat grants you nothing.

MYSTIC STABILITY [PSIONIC]

Your spells can safeguard you from the backlash of a wild surge.

Prerequisites: Ability to cast 1st-level spells, psychic enervation class ability.

Benefit: Whenever you invoke a wild surge, you may immediately sacrifice a prepared spell or an available spell slot to reduce the chance of suffering psychic enervation by 5% per spell level. A cleric may not sacrifice a domain spell in this way.

PSIOMANCER [PSIONIC]

You can convert psionic energy into arcane or divine energy.

Prerequisite: Ability to prepare spells, ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can spend power points to prepare an additional spell. You must expend a number of power points equal to [2 × spell level] +1. You can only sacrifice power points when you prepare spells. You may only gain one additional spell per day using this feat. You cannot use power points to prepare a spell of a higher level than you could normally cast. For example, you cannot sacrifice 9 power points (for a 4th-level spell) if you can only manifest 3rd-level powers.

PSIOTHEURGIST [PSIONIC]

You possess a link connecting a school of magic with a psionic discipline.

Prerequisites: Spell Focus in the appropriate school (see below), ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: Choose a school of magic (or subschool) from the list below. Whenever you cast a spell from the chosen school, your total caster level equals your caster level plus your manifester level. Whenever you manifest a power from the corresponding discipline, your total manifester level equals your caster level plus your manifester level.

School (subschool)	Discipline
Conjuration (healing)	Psychometabolism
Conjuration (teleportation)	Psychoportation
Conjuration (all others)	Metacreativity
Divination	Clairsentience
Enchantment	Telepathy
Evocation	Psychokinesis
Illusion (shadow)	Metacreativity
Illusion (all others)	Telepathy
Transmutation (targeting creatures only)	Psychometabolism

This feat does not increase your spells per day or power points per day, nor does it grant you the ability to cast spells or manifest powers of a higher level than you can normally cast or manifest; it only increases your caster level and manifester level when casting a spell of the chosen school or manifesting a power of the chosen discipline.

Special: You may take Psiotheurgist multiple times. Each time you take the feat, it applies to a new school of magic.

by William L. Christensen • illustrated by Christophe Swal

DIVINE

ANIMAL BATTLE GEAR

From the ranger fighting with a tiger at his side to the druid who relies on a bear to watch his back, nature guardians of all types have long trained animals and beasts to aid them in battle. The wise animal master outfits his companion with gear made for warfare. This article features several new items suitable for a variety of animal companions and mounts.

Archery Saddle: An archery saddle can be crafted for any kind of animal, but it is usually made for a horse. These saddles can only be worn by the kind of animal they are designed to fit. The saddle has a high saddlebow (the arched upper front part of a saddle) and back to brace the rider, allowing her to hold a bow with both hands.

A rider gains a +2 bonus on Ride checks made to guide her mount with her knees. In addition, the penalty for using a ranged weapon while on a moving mount is lessened by 1 when using an archery saddle. Thus, you suffer only a –3 penalty on attack rolls when your mount takes a double move (or a –1 penalty if you also have the Mounted Archery feat) and a –7 penalty on attack rolls when your mount runs (or a –3 penalty if you also have the Mounted Archery feat).

Curative Steaks: Curative steaks are thin slabs of uncooked meat soaked in *cure* potions. They can easily be fed to animal companions on or off the battlefield, and when consumed (requiring a full-round action), they cure an

amount of hit points equal to the type of *cure* potion the meat was soaked in (1d8+1 hit points for a *cure light wounds* curative steak, 2d8+3 for a *cure moderate wounds* steak, and so on). To create a curative steak, a character must soak a steak in the contents of a *cure* potion for at least 8 hours, whereupon the steak absorbs the magical liquid (destroying the potion) and is ready for consumption. The market price of a curative steak is the same as that of its equivalent potion. A curative steak remains fresh and viable for up to fourteen days after creation. After that time the steak spoils and loses its curative properties.

Druids with herbivorous animal companions make similar items from millet and grasses held together with honey.

Grotesque Barding: Crafted with horns, scales, and other body parts from devils and demons, grotesque barding is horrible to behold. An animal wearing grotesque barding takes a –1 penalty on attack rolls but automatically attempts to demoralize any creature it attacks, gaining a +2 circumstance bonus on the Intimidate check. This demoralizing check is made as a part of the animal's attack and requires no conscious choice by the animal, nor an additional standard action. Grotesque barding costs 50 gp more than ordinary barding of the same type and weighs an additional 10 pounds.

Ram Helmet: Ironclad wooden helms, ram helmet interiors are thickly padded with leather. The helmet covers the animal's face and head and is set with two large ram's horns that protrude forward. An animal trained to know the attack trick (see page 74 of the *Player's Handbook*) may charge a door while wearing the helmet and gains a +2 circumstance bonus on Strength checks made to break open a door. The animal must have 10 feet in which to charge the doorway.

Instead of making a normal attack, an animal wearing a ram helmet and knowing the attack trick can make a gore attack when it charges, as appropriate to its size (1d4 for Small, 1d6 for Medium, 1d8 for Large, and 2d6 for Huge). The animal only makes a gore attack when commanded to charge in this manner (it never willingly makes a gore attack). An animal that already had a gore attack gains no further bonus.

Spiked Barding: Much like ordinary armor, barding of all types can be fitted with spikes. An animal wearing spiked barding and who knows the tricks attack and perform can use the spikes to deal extra piercing damage (1d4 for Small, 1d6 for Medium, 1d8 for Large, and 2d6 for Huge) whenever it grapples or is grappled. See page 123 of the *Player's Handbook* for the cost and weight of adding spikes to barding.

Steel Talons: Steel talons can be fitted to any bird of prey (an eagle, falcon, hawk, owl, or other hunting bird), granting it a +1 circumstance bonus on damage rolls made with its talons. A set of steel talons is always masterwork and must be fitted to each individual bird. A set of steel talons can be enhanced in the same manner as other weapons (a set is treated as a single weapon for the purposes of enhancing it magically). Rarely, steel talons are made from materials other than steel, such as adamantine or cold iron (with the same cost increases as normal for weapons made from the appropriate material).

NEW ANIMAL BATTLE GEAR

Item	Cost	Weight
Archery Saddle	120 gp	30 lb.
Curative Steaks	Special	1/2 lb.
Grotesque Barding	+50 gp	+10 lb.
Ram Helmet	80 gp	20 lb.
Spiked Barding	Special	Special
Steel Talons	310 gp	—

ANIMAL GEAR FROM ARMS AND EQUIPMENT GUIDE

Item	Cost	Weight
Animal Call	20 gp	—
Animal Trainer's Kit	50 gp	5 lb.
Animal Training Outfit	10 gp	20 lb.
Leash and Muzzle	Varies	—

ANIMAL GEAR FROM DRAGON #334

Item	Cost	Weight
Claw Extenders	20 gp	1 lb.
Climbing Harness	7 gp	1 lb.
Grooming Kit	15 gp	3 lb.
Muzzle, False	20 gp	1 lb.
Scent Blocker	50 gp	1/2 lb.
Training Treats	30 gp	2 lb.

COMPREHENSIVE LISTS

Dragon #334 and the *Arms and Equipment Guide* presented many other items useful to animals and those who care for them.

The costs for a leash and muzzle are as follows:

Diminutive	2 sp
Tiny	4 sp
Small	6 sp
Medium	8 sp
Large	10 sp

For descriptions and benefits of the items listed on the accompanying tables, see the original source.

by Jonathan Drain • illustrated by Christophe Swal

LAW AND CHAOS

Whether they fight for their own sakes or for higher ideals such as justice or honor, warriors are defined by their remarkable and unique abilities. The following variant class features (an option first presented in *Player's Handbook II*) for paladins and barbarians provide new ways to perform extraordinary deeds.

BARBARIAN

The following variant class features build off the barbarian's role as one who holds the front line.

CITY BRAWLER

The urban slums you grew up in were as dangerous as any barbarian wilderness.

Level: 1st.

Replaces: If you choose this ability, you do not gain proficiency with martial weapons, medium armor, or shields.

Benefit: You gain Improved Unarmed Strike as a bonus feat, as well as the effects of Two-Weapon Fighting feat when fighting unarmed.

At 6th level, you gain the effects of Improved Two-Weapon Fighting when fighting unarmed and at 11th level you gain the effects of Greater Two-Weapon Fighting when fighting unarmed.

You only take a –2 penalty when using improvised weapons (instead of the usual –4 penalty).

DASHING STEP

You have mastered the technique of rushing into combat.

Level: 3rd.

Replaces: If you choose this ability, you do not gain the trap sense ability.

Benefit: You do not take a –2 penalty to Armor Class when charging. Furthermore, you add one-third of your barbarian level to your AC against attacks of opportunity when charging.

DEVIL'S LUCK

You make up for your lack of heartiness with astounding luck.

Level: 6th.

Replaces: If you choose this ability, you do not gain damage reduction.

Benefit: You apply the number of points of damage reduction you would otherwise gain as a luck bonus on all saving throws.

FEARSOME GAZE

Your merest glance can break a man's will to fight.

Level: 7th.

Replaces: If you choose this ability, you do not gain the indomitable will ability and your trap sense ability is reduced by 1.

Benefit: You gain a +4 bonus on Intimidate checks and can use Strength instead of Charisma as your key ability for Intimidate. You and your target must be within 60 feet and must be able to see one another.

RELENTLESS SMASH

Your powerful attacks can put an opponent in an undesirable state.

Level: 20th.

Replaces: If you choose this ability, you do not gain the mighty rage ability.

Benefit: If you make a successful critical hit against an opponent or strike him at least three times in the same round your opponent is stunned for 1d3 rounds.

Furthermore, if your opponent is your size or smaller he must succeed on a Fortitude save (DC 10 + total damage you dealt to him this round) or be knocked prone.

Unshakable

You fear nothing.

Level: 5th.

Replaces: If you choose this ability, you do not gain improved uncanny dodge.

Benefit: You are immune to fear effects.

Paladin Variants

The following variant class features build off the paladin's role as protector and smiter.

Angel's Sight

You are blessed with the ability to see as celestials do.

Level: 3rd.

Replaces: If you choose this ability, you do not gain divine health.

Benefit: You gain darkvision with a range of 60 feet and low-light vision. If you already have one of these senses, you gain no additional bonus from this ability.

Aura of Banishment

An invisible aura surrounds you that prevents fiends from extraplanar travel onto your plane.

Level: 6th.

Replaces: If you choose this ability, you do not gain the ability to *remove disease.*

Benefit: An aura of banishment surrounds you to a distance of 30 feet. Only evil outsiders can feel the aura and suffer from its effects. No evil outsider with fewer Hit Dice than your paladin level can be summoned into this area, nor can such creatures use summoning or teleporting effects.

In addition, the aura grants you a +2 bonus on Intimidate checks against evil outsiders.

Aura of Sanctity

A sacred ritual conducted with a group of archons has left you with otherworldly protection.

Level: 4th.

Replaces: If you choose this ability, you do not gain the ability to turn undead.

Benefit: Choose one of the following effects: compulsion effects (including possession), death effects, petrification. You are immune to that effect. Allies within your aura of courage gain a +4 bonus on saves versus your chosen effect.

Gaze of Truth

For you, justice is paramount.

Level: 1st.

Replaces: If you choose this ability, you do not gain the ability to detect evil.

Benefit: You can discern when someone is lying to you, as the spell *discern lies.* You may use this ability a number of times per day equal to 1 + your Charisma modifier (minimum 1/day). The target is afforded a Will save (DC 10 + half your paladin level + your Charisma modifier). If he succeeds, you cannot *discern lies* from him for 24 hours. Each use of this ability lasts for 1 round per paladin level.

Additionally, you add *detect evil* to your list of spells known.

Note: You should discuss this ability with your DM before choosing it. While it is appropriate for some campaigns, such ready use of a truth-finding ability can quickly spoil a game in which lies, subterfuge, and intrigue play a significant part.

Hunter of Fiends

You actively seek out demons and devils to slay rather than waiting for them to come to you.

Level: 1st.

Replaces: If you choose this ability you lose the ability to smite evil and give up Knowledge (royalty and nobility) as a class skill.

Benefit: You gain outsider (evil) as a favored enemy, as the ranger ability, except the bonus you gain equals half your paladin level (minimum +1). You gain no additional favored enemies at later levels. In addition, you gain Track as a bonus feat and Survival and Knowledge (the planes) as class skills.

Smiting Arrow

You belong to a sacred group of priests who specialize in the use of ranged weapons.

Level: 1st.

Replaces: If you choose this ability, you do not gain proficiency with heavy armor or shields.

Benefit: You gain the ability to smite evil with a ranged attack up to 30 feet.

Sword of Celestia

Celestial weaponsmiths of the Upper Planes forge a weapon on your behalf.

Level: 5th.

Replaces: If you choose this ability, you do not gain the special mount ability.

Benefit: Choose a specific kind of weapon, such as "longsword." A powerful good outsider crafts a weapon of this kind for you. The weaponsmith requires you give the weapon a name (often the name of a celestial paragon, saint, or heroic ideal, although you are free to name the weapon whatever you'd like). You can summon the weapon to your hand or return it to its resting place in the celestial forges as a free action, and you can call it to your hand even if it is not in its resting place (such as if you have been disarmed). You may call this weapon a number of times per day equal to 1 + your Wisdom modifier (minimum 1/day). Whatever its kind, the weapon is of intricate and unearthly beauty, although you are bound by oath never to sell the weapon or give it to any other creature (even to loan it to a friend). The weapon is a +1 weapon of its kind at 5th level. At 10th level, it becomes a +2 weapon, at 15th level it becomes a +2 holy weapon, and at 20th level it becomes a +2 holy lawful weapon. It overcomes damage reduction as if it were good aligned and *cure* spells and other healing magic repair damage to it as if it were a living creature. You may expend gold and XP to enhance the weapon as if you had the Craft Magic Arms and Armor feat (on top of what the weapon is through this ability).

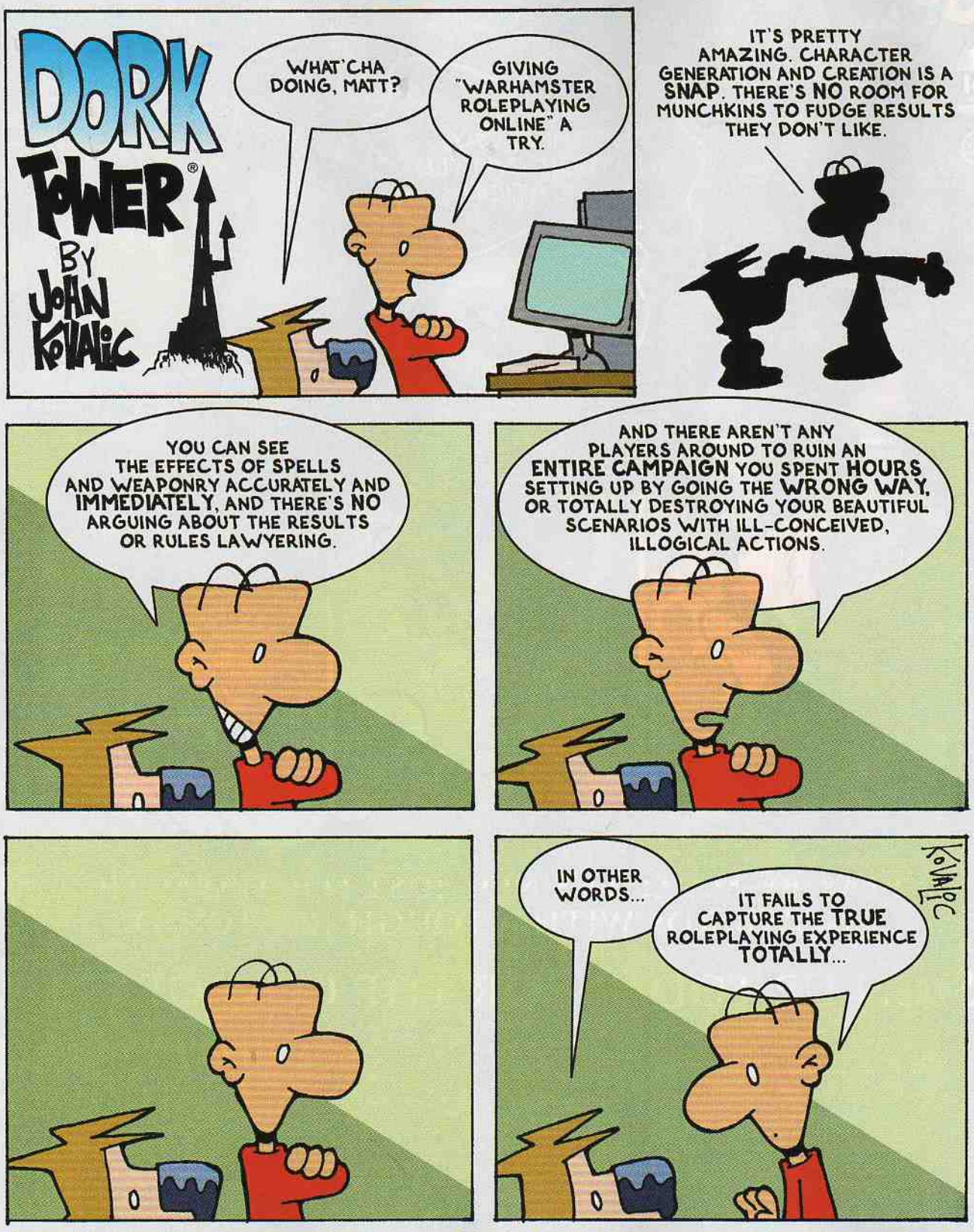
If the weapon is ever destroyed, a different celestial weaponsmith crafts you a new weapon, presenting it to you a year and a day after your previous weapon was destroyed. You can choose a new kind of weapon or the same kind.

Nodwick

by Aaron Williams
www.nodwick.com

I have a mind like a steel trap; whatever goes in gets crushed and mangled.

CLANK-
WHUNK!
WHIR-R-R-R-R-R...
SHINK!
SHINK!
SHINK!
SPLOOSH!
FWOOMP!
TRY THE ONE THAT LOOKS LIKE AN ICE CREAM CONE.
I'M PRETTY SURE THAT SYMBOL MEANS "DEATH BY ELECTROCUTION."
DIDN'T YOU SAY THEY ALL MEAN DEATH?
WELL...
YOU CAN STOP PRESSING BUTTONS NOW. I DON'T WANT TO BE RESCUED ANYMORE.
NODWICK, IF THOSE SHARKS BITE ANYTHING OFF OF YOU, TRY TO TOSS IT UP HERE! I MIGHT BE ABLE TO RE-GROW YOU FROM THAT!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By JOHN KOVALIC
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IT'S PRETTY AMAZING. CHARACTER GENERATION AND CREATION IS A SNAP. THERE'S NO ROOM FOR MUNCHKINS TO FUDGE RESULTS THEY DON'T LIKE.
YOU CAN SEE THE EFFECTS OF SPELLS AND WEAPONRY ACCURATELY AND IMMEDIATELY, AND THERE'S NO ARGUING ABOUT THE RESULTS OR RULES LAWYERING.
AND THERE AREN'T ANY PLAYERS AROUND TO RUIN AN ENTIRE CAMPAIGN YOU SPENT HOURS SETTING UP BY GOING THE WRONG WAY, OR TOTALLY DESTROYING YOUR BEAUTIFUL SCENARIOS WITH ILL-CONCEIVED, ILLOGICAL ACTIONS.
IN OTHER WORDS...
IT FAILS TO CAPTURE THE TRUE ROLEPLAYING EXPERIENCE TOTALLY...
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ZOGONIA
OOO, LOVE THOSE EARS! COME HERE OFTEN?
ARE YOU TALKING TO ME OR HER?
DEPENDS ON WHO FINDS ME SEXIER.
YOU WERE TALKING TO HER.
SO, ELF BABE... YOU WANNA STROLL DOWN BY THE LAKE WITH ME? THERE'S A FULL MOON OUT.
NOT TONIGHT. HOW ABOUT IN THIRTY YEARS?
30 YEARS! CRIPES! THAT'S A LONG TIME!
NO, IT'S NOT.
WELL, IT'S A SIGNIFICANT CHUNK OF MY LIFESPAN!
WHY? ARE YOU SICK?
HA! DO I LOOK SICK? I'LL LIVE TO BE A HUNDRED!
OH MY. IS AN EVIL SPIRIT DRAINING YOUR LIFE FORCE?
NO! I'M A HUMAN! WE ONLY LIVE A HUNDRED YEARS!
REALLY? LIKE A BOX TURTLE?
YEH. SO WHAT DO YA SAY? WILL YOU GO STROLLING DOWN BY THE LAKE WITH ME? RIGHT NOW?
UMMM... HOW OLD ARE YOU?
I'M TWENTY-EIGHT.
WHOA.
YOU ARE POTTY TRAINED, RIGHT?
YOU KNOW WHAT... NEVERMIND ABOUT THAT STROLL.
AWW, DON'T FEEL BAD! MY BABY BROTHER DIDN'T POTTY TRAIN UNTIL HE WAS FIFTY-TWO.

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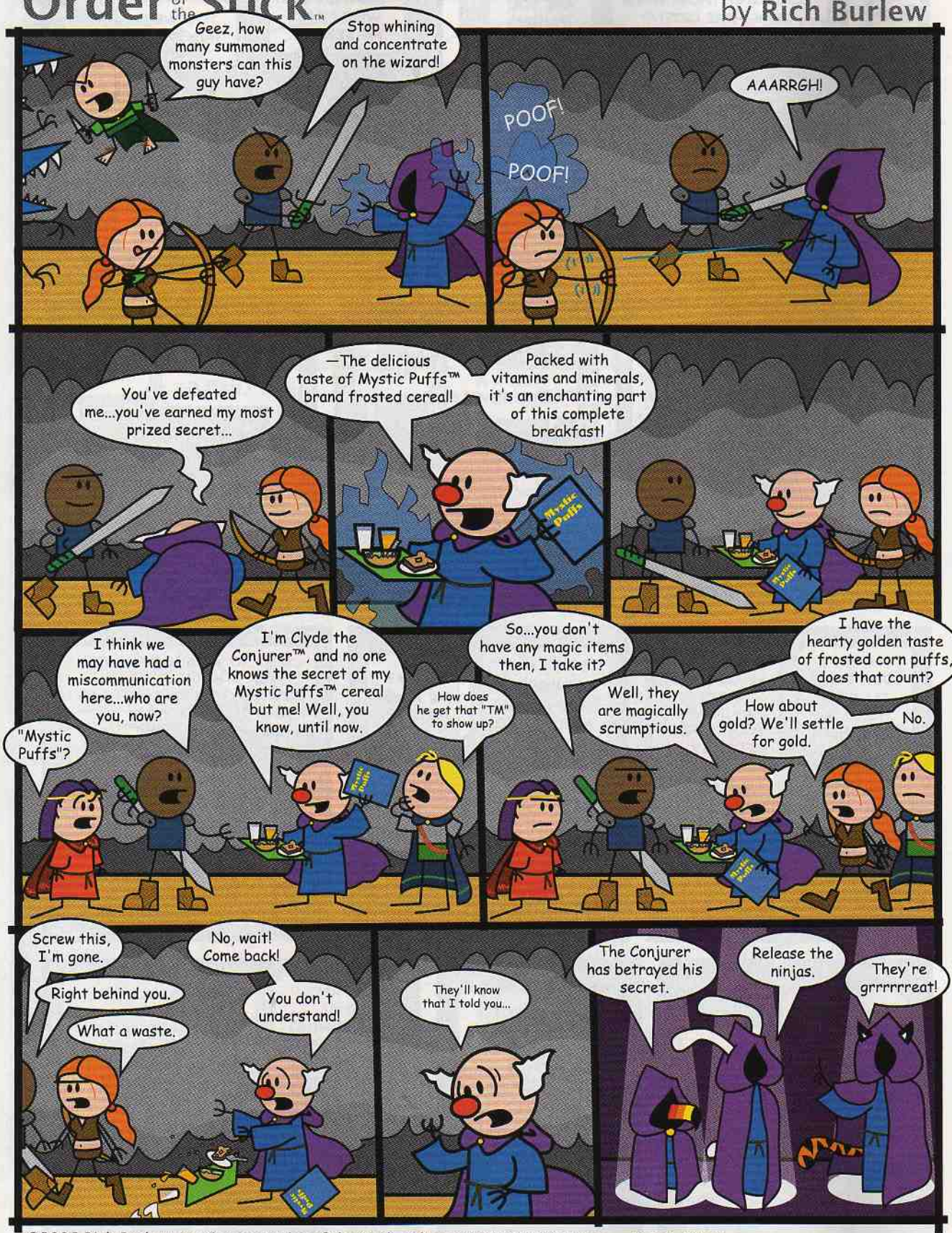
The Order of the Stick™

by Rich Burlew


Geez, how many summoned monsters can this guy have?
Stop whining and concentrate on the wizard!
POOF!
POOF!
AAARRGH!
You've defeated me...you've earned my most prized secret...
—The delicious taste of Mystic Puffs™ brand frosted cereal!
Packed with vitamins and minerals, it's an enchanting part of this complete breakfast!
Mystic Puffs
I think we may have had a miscommunication here...who are you, now?
"Mystic Puffs"?
I'm Clyde the Conjurer™, and no one knows the secret of my Mystic Puffs™ cereal but me! Well, you know, until now.
How does he get that "TM" to show up?
So...you don't have any magic items then, I take it?
Well, they are magically scrumptious.
I have the hearty golden taste of frosted corn puffs, does that count?
How about gold? We'll settle for gold.
No.
Screw this, I'm gone.
Right behind you.
What a waste.
No, wait! Come back!
You don't understand!
They'll know that I told you...
The Conjurer has betrayed his secret.
Release the ninjas.
They're grrrrrreat!

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dragon 349

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THE HORDE

BARBARIANS OF THE ENDLESS WASTE

by Edward Bonny, Brian Cortijo, Richard Farrese, and László Á. Koller • illustrated by Ramon Perez, Eric Dechamps and Chuck Lukacs

Fifteen years ago, the charismatic Yamun Khahan united the barbarian tribes of the Endless Waste, massing a great army that spread east and west, threatening the more civilized nations of Kara-Tur and eastern Faerûn. Conquering or laying waste to whole regions, only the death of the Horde's leader at the hands of King Azoun IV of Cormyr finally brought an end to the barbarians' Realms-shaking invasion.

The Endless Waste has never been a peaceful region. Ages ago, a series of conqueror-nations invaded, seeking to bring the disparate human tribes under their yoke. Each of these empires fell in time, leaving the native horse nomads of the steppes to resume their simple lives of wandering and infighting. No matter what force united them, the barbarians always—eventually—broke into their constituent tribes, continuing as they had for centuries.

Even this truth is changing. Since the defeat of Yamun Khahan's great horde more than a decade ago, the tribes of the Hordelands are again stirring. Perhaps it is time for another great war. Perhaps ancient enmities are risings. Or perhaps the horse-warriors of the steppes have grown tired of living in the shadow of their "civilized" neighbors.

A great many changes have taken place in the Endless Waste since the death of Yamun Khahan, some of which would frighten those in more civilized lands—were they close enough to see them. A new nation rises from the remains of the Tuigan Horde. Dark secrets of ancient empires come to light, luring the adventurous and the foolish with promises of powerful magic ripe for plunder. New wealth and trade flourishes again on the revitalized Golden Way, linking merchants and adventurers from far-flung kingdoms to the east and west. The strange lands of the Endless Waste beckon to native and outsider alike with the lure of wealth, power, and forgotten ancient magic waiting to be discovered.

Revealed here are the mysteries of the Hordelands: its peoples, locales, and magical secrets hidden in the remains of long-fallen empires and fresh battlefields. You can find more details on the Hordelands in *Dragon* #349, available at **paizo.com/dragon**.

PEOPLES OF THE HORDELANDS

Two human races dominate the Endless Waste. The largest group, numbering about 100,000, are the nomadic Tuigan people who roam throughout the steppes. Far fewer in number are the Raumvira (less than 15,000), proud civilized descendents of the Raumathari Empire who dwell around the Lake of Mists in small towns and villages. Both the Tuigan and the Raumvira can serve as excellent character races given their predominance in the region.

The Tuigan

The Tuigan, also known as the Horselords, are the nomadic, warlike people of the Endless Waste. Until recently, they have long been seen as a barbaric race scarcely above goblinkind and other crude humanoids. The Tuigan, however, are more than a simple, barbaric people. Their military prowess has shown them to be a formidable force when unified. They breed horses, raise goats, and farm the difficult steppes, trading with their Raumviran and Semphari neighbors. Geographic barriers and a propensity for warfare and raiding over trade almost ensures that the Tuigan will not expand outside their native steppes.

Tuigan History: Some 10,000 years ago (around –8900 DR), the first tribes came from the east to settle the Endless Waste. For nearly two thousand years, the barbarians thrived as herdsmen of horses and goats. In –7100 DR they fell under the yoke of the mighty Imaskar empire, which demanded tribute in the form of horses and slaves. The Imaskari saw great potential in the Tuigan and taught them their language as well as the art of warfare, employing Tuigan cavalry in their armies until the empire fell in –2,488 DR.

A number of lesser empires followed, holding sway over the region but leaving no permanent mark upon the Tuigan people. Around –900 DR, the rising Raumathar kingdom subjugated those Tuigan dwelling in the northern Endless Waste. Three hundred years

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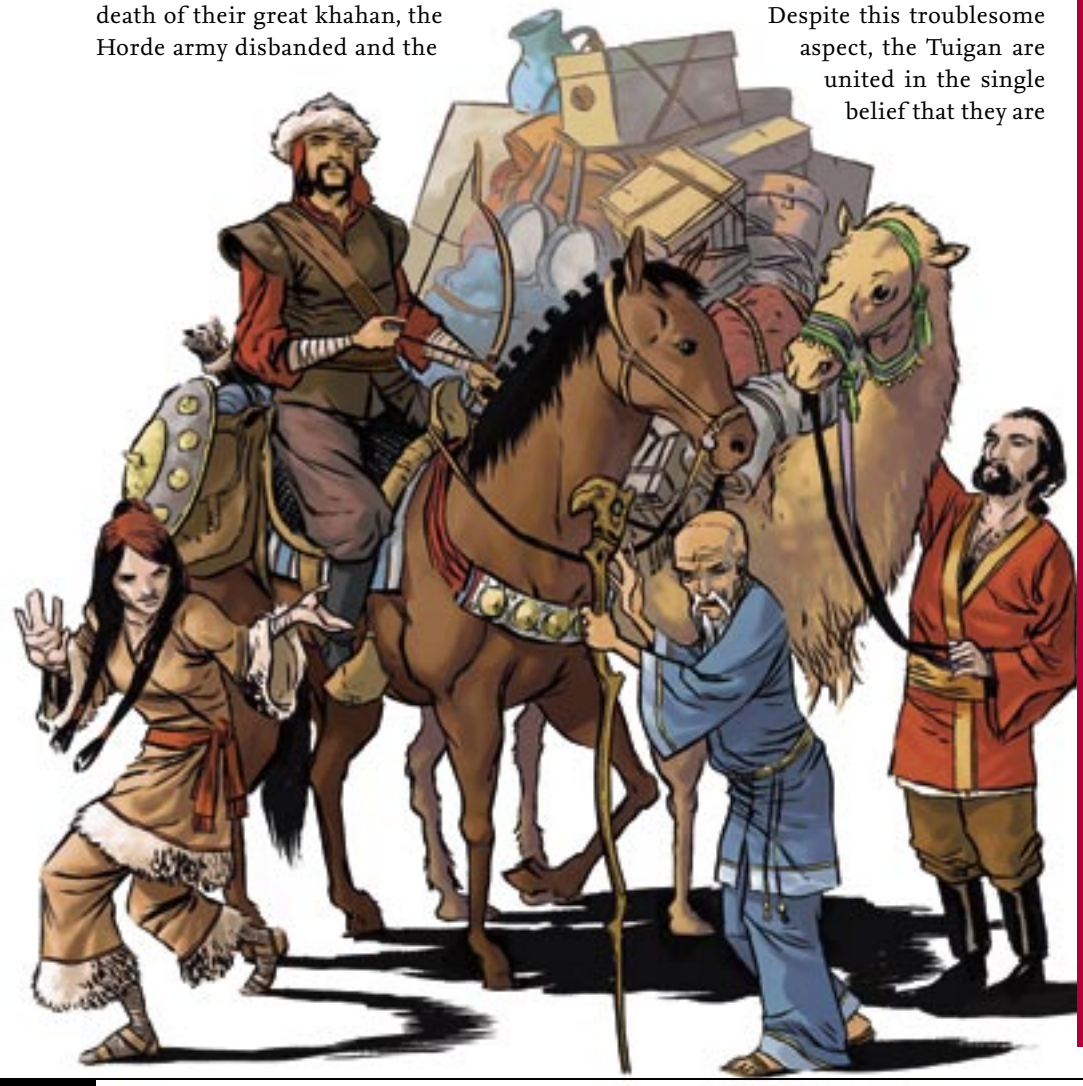
later, eastern kinsmen of the Tuigan from the Plain of Horses stormed across the Endless Waste in an attempt to push the Raumathari out of the steppes. Their efforts failed but they returned in –150 DR to drive out the survivors of the cataclysm that destroyed the Raumathari empire.

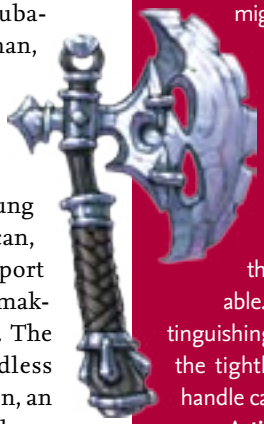
For more than 1,500 years, the Tuigan were left on their own—until around 1335 DR, when a powerful young khan named Yamun brutally put forth the idea of a unified people of the steppes. In less than 25 years, Yamun's concerted efforts united the barbarians of the Endless Waste, so much so that all the tribes are now widely known as Tuigan. Backed by his people and their military might, Yamun Khahan began a campaign of conquest, easily overrunning the kingdoms of Semphar, Khazari, Shou Lung, and Rashemen. Fearful kingdoms from lands west of the Endless Waste banded together to field an army in Thesk to stop the rampaging barbarians. The alliance's efforts in 1360 DR prevailed and the king of Cormyr, Azoun IV, slew Yamun Khahan in combat. With the death of their great khahan, the Horde army disbanded and the Tuigan people once again reverted to their traditional nomadic ways.

Within the past few years, Hubadai Khahan, son of Yamun Khahan, has sought to unite the Tuigan again, although his methods differ from his father. Hubadai called for a true Tuigan kingdom, the result being the promising young nation of Yaïmmunahar. The Naican, Oigur, and Commani tribes support Hubadai's efforts and are eagerly making the transition to civilization. The other Tuigan tribes of the Endless Waste have rejected the new nation, an act that has caused deadly skirmishes as Yaïmmunahar forges ahead.

Outlook: Tuigan are accustomed to hardship and share a strong appreciation for individuals who dedicate themselves to family, a tribe, or a cause. The tribes of the Endless Waste cling to warlike traditions and values that often lead to intertribal warfare. Tribal conflict primarily results from dishonorable acts that demand ruthless and frequently bloody retribution. Despite this troublesome aspect, the Tuigan are united in the single belief that they are



Axe of the Horse Lord



The *axe of the horse lord* is perhaps the mightiest weapon forged by the wisemen of the steppes.

Description: This battleaxe has a broad, serrated blade of bright steel. The blade's sharp teeth never need sharpening and the horse-riding nomads who craft these weapons claim the jet-wood handles are unbreakable. Although the axe bears no distinguishing runes or other arcane markings, the tightly wound leather wrapping the handle cannot be mistaken.

Activation: This weapon always functions as a *+3 icy burst battleaxe*. Riding a horse activates its extra damage ability. You may use the mount ability once per day as a full-round action by calling its name aloud three times.

Effect: An *axe of the horse lord* is a *+3 icy burst battleaxe*. It deals additional damage whenever you wield it while riding a horse. When you use it from horseback, the weapon deals 2d8+3 points of damage and has a x3 critical hit modifier.

In addition, once per day as a full-round action, you may call upon a magical warhorse who is absolutely loyal to the axe and its wielder. The warhorse has the same stats as the special mount of a 10th-level paladin (but its alignment always matches that of the axe's wielder). The warhorse has a unique name you must use to summon it. This mount immediately appears adjacent to you and remains for up to 20 hours. You may dismiss it at any time as a free action, but if you do you cannot conjure it again until the next day.

The warhorse is the same creature each time you summon it. Every time you call the warhorse, it appears at full health, regardless of any damage it might have taken previously. The warhorse also appears wearing or carrying any gear it had when it was last dismissed. Calling the axe's warhorse is a conjuration (calling) effect. Should the warhorse die, it and any gear it had immediately drops to the ground and cannot be summoned again for one week. During this week, the *axe of the horse lord* is reduced to a simple *+1 battleaxe* with no other special properties.

Aura/Caster Level: Moderate conjuration/evocation; CL 10th.

Construction: Requires Craft Magical Arms and Armor, *chill metal* or *ice storm*, *summon monster III*, 54,310 gp, 3,932 XP, 98 days.

Weight: 6 lb.

Price: 98,310 gp.

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superior to the civilized realms around them. They hold fast to the notion that so-called civilized people are cunning, treacherous, and untrustworthy folk, more likely to try and take the steppes a piece at a time rather than attempt an honest, direct war of conquest.

Ironically, this deeply held belief is now applied by some Tuigan to Yaïmmunahar. In the wake of that nation's founding, the majority of tribes have decided to reject Hubadai's new kingdom. Some tribes even call for Yaïmmunahar's destruction, while others adopt the hopeful attitude that the kingdom will likely fall apart. Traditional nomads see Yaïmmunahar as a corrupt outside influence that must ultimately fail so that all the Tuigan can return to their proper ancestral ways. More progressive Tuigan view Yaïmmunahar as the natural conclusion of the inspired vision that Yamun Khahan put forth during the Horde War. The new realm will not only serve to rally the Tuigan, it will also point the way to their future greatness.

Despite these strongly held views about Yaïmmunahar, and other "foreign" nations, the Tuigan have benefited greatly from dwelling on the crossroads of vastly different eastern and western civilizations.

Fedor's Lance

This burgundy-colored lance bestows uncanny might to anyone who wields it from horseback.

Lore: Fedor the Mighty was among the most venerated figures of the ancient barbarians. While little is known of his personal life, history remembers him as one of the most gifted horsemen who ever lived. Indeed, this warrior led his tribe in countless battles. Fedor greatly contributed to the survival of his tribe as well as the remarkable reputation of its fierce mounted warriors, whom many today call horse lords. Fedor's most remarkable accomplishments—a handful of weapons and trinkets he fashioned with strong materials and ancient magic—were inspired by the battlefield.

Description: This simple-looking lance is made of oak. Stained burgundy and having a wide grip covered in woven black leather, *Fedor's lance* stretches approximately 14-feet long. Its sturdily-constructed length tappers from a broad end down to a tip as fine as a splinter, but the weapon's head is nevertheless sharp enough to pierce any foe.

Activation: *Fedor's lance's* special ability activates when you use the weapon from horseback and attack a mounted foe.

Effect: *Fedor's lance* is a *+1 lance.* Whenever you make a mounted charge attack with *Fedor's lance* and hit a mounted foe, you can make a free bull rush attempt as part of your attack. You gain a +8 bonus on the opposed Strength check. If your bull rush attempt succeeds, your target is dismounted and falls prone (in addition to taking normal damage from the attack). His mount remains in place and is unaffected.

Aura/Caster Level: Moderate transmutation; CL 8th.

Construction: Requires Craft Magical Arms and Armor, *bull's strength*, 4,310 gp, 332 XP, 8 days.

Weight: 10 lb.

Price: 8,310 gp.

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TRIBAL NAMES

Among the Tuigan, names are a point of honor that bring fame and luck to individuals and their families. Many Tuigan are commonly named after their great heroes. Surnames are rarely used except for noble families. Khans use the name of their ordu as a surname; Khahans simply use "Khahan."

Male Names	Female Names	Surnames
Baga	Ayana	Chogar
Chanar	Bayalun	Hojar
Donozar	Chuyb	Irdi
Hisir	Dapik	Jonkai
Jeorug	Eke	Kantayan
Marash	Heyen	Kadun
Ond	Ongir	Pyar
Kaland	Pekal	Rukku
Shanim	Razari	Shinar
Torgon	Sirya	Tak
Yitrik	Yoltil	Yok

Fedor's Shield

This beautiful and surprisingly light large shield grants stability to anyone who carries it.

Lore: Few of the shields fashioned by Fedor remain, and those original items frequently sell for as much as four times their actual value as magic items when sold to collectors. Weaponsmiths and armorers long ago uncovered how to make copies of Fedor's famous shield, and these copies are not uncommon—especially on the high plains.

Description: This simple-looking round burgundy-colored shield bears a large white star emblazed upon it. A battered metal disk in the center of the star reinforces the lightwood shield. Although simple in its design, a closer look at *Fedor's shield* reveals its masterwork quality as well as its remarkable lightness. The scent of freshly cut lightwood also lingers around the item, regardless of its age.

Activation: This shield's special abilities are always active as long as you wield it.

Effect: *Fedor's shield* is a *+2 heavy wooden shield of bashing,* but the item only weights 2 pounds and confers no armor check penalty. Furthermore, if you have heavy shield proficiency, you gain a +4 bonus on checks made to resist being bull rushed or tripped whenever you wield *Fedor's shield.*

Aura/Caster Level: Moderate transmutation; CL 8th.

Construction: Requires Craft Magic Arms and Armor, *bull's strength, levitate,* 8,157 gp, 646 XP, 16 days.

Weight: 2 lb.

Price: 16,157 gp.

Centuries of trade with far away places have opened their eyes to the various ways that other peoples live, as well as the material luxuries they enjoy.

Characters: The vast majority of Tuigan characters are fighters or barbarians, with rangers and clerics taking up most of the remainder. Very few belong to arcane spellcasting classes, although bards play important roles as lorekeepers and mystical entertainers. Intolerance for thievery and a general lack of refined social graces make rogues scarce in Tuigan society. Until recently, paladins and druids were unknown, but this is changing as an influx of deities from the western kingdoms alters traditional ideas about worship and introduce the barbarians to all manner of new gods.

Society: The Tuigan follow a strict, if informal, hierarchical social structure. Each nomadic clan is led by a khan responsible for keeping the peace, providing adequate defense, and ensuring that the needs of the clan are met. Children learn to ride horses shortly after they can walk. Women are traditionally the keepers of all things spiritual, while the men are considered the purveyors of battle and tasks that promote or support warfare, although both genders are competent with both horse and bow. Progressive Tuigans challenge these traditions by choosing to live as they see fit, which has led to an increase of women taking up warrior roles.

Honor and respect in Tuigan society are earned through displays of strength, battle prowess, and horsemanship. Respect is accorded to all persons unless they prove they deserve otherwise. A Tuigan noble's social status is reflected in the size of one's tent and the health and size of one's horse herd. Another mark of a powerful man or woman in Tuigan society is the number of spouses kept. Displays of fear, uncertainty in the face of crisis, or sloth cause great loss of respect, and can be good enough reasons to depose an existing khan.

Most Tuigan dead are burned in funeral pyres. Those who die in battle are buried in decorated hillside tombs that include prayers and supplication to the elemental gods, particularly the deity of air who claims worthy souls for the skies.

Language and Literacy: All Tuigan tribes speak the Tuigan language, descended from Roushoum, the tongue of Imaskar, the first empire that subjugated the tribes of the Endless Waste. The various dialects of the language are mutually understandable among proficient speakers and many tribesfolk speak at least two dialects.

Literacy is almost unheard of among the Tuigan, as the written word is seen as having little purpose. The Tuigan of the barbarian kingdom of Yaïmmunahar, however, are working to change this perception as they build their new realm and have need of a writing system. Tuigan is the official language of Yaïmmunahar, and while the language uses the Thorass alphabet (adopted over years of intercepted trade from the west), the khahan plans to adopt Roushoum as the language for state records once enough of his scribes have learned the Imaskari alphabet in which the tongue is written.

Appearance: Most Tuigan have yellowish-bronze skin, stand up to 6 feet tall, and weigh 170 pounds. Typically, they have raven black hair and broad, flat facial features. Men keep their hair short or shaved bald and wear their facial hair in long moustaches and short beards. Women typically wear long braided hair in public—only letting family members see their hair unbraided.

Arms and Equipment: A typical Tuigan warrior armors himself with banded mail, leather armor, or scale mail, with a wooden shield. For weapons, they typically bear com-

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The Yunïchaar

An elite army answerable solely to the khahan, the yunïchaar has its roots in an age-old barbarian practice of kidnapping an enemies' young and raising them as fierce, loyal warriors. Yaïmmunahar maintains the largest yunïchaar in the Hordelands, numbering well over 10,000 strong. Most of these soldiers are humans of Shou, Raumviran, Rashemi, and Mulan descent. Orcs, gnolls, gnomes, and a handful of giant-kin round out this well-equipped, well-trained fighting force. Other yunïchaar armies serve the Fankiang and Zamogedi tribes.

In keeping with his ambitious agenda to adopt the ways of Faerûn's western kingdoms, Hubadai officially ended the practice of yunïchaar kidnapping—an act that does not sit well with his more tradition-minded, warlike khans. That the khahan's yunïchaar forces still number more than 10,000 despite ten years of steady attrition has led some to think that Hubadai maintains secret yunïchaar training camps somewhere in his new realm.

posite shortbows, daggers, and long swords. Mounted warriors often wield lances.

Magic and Magic Lore: The Tuigan people hold interesting spellcasting traditions. Bards are by far the most common arcane spellcasters, although barbarous sorcerers are accepted once they prove their worth to the tribe. Wizards, unless trained in a far-off land, are completely unknown. Clerics are more common than druids, but adepts are almost ubiquitous, working and praying alongside clerics as well as acting on their own among the many smaller Tuigan tent villages.

Deities: Until recently, the Tuigans venerated two elemental lords. Teylas, Lord of the Sky and Storms—in fact a masculine aspect of Akadi, the elemental goddess of air—was first and foremost of the Tuigan gods. He is both feared and respected. Tuigans believe that pleasing Teylas through proper prayer and sacrifice guarantees rain, protection from ill-spirits, and good luck. The second deity is Etugen, a feminine aspect of Grumbar, the elemental deity of earth. She provides the Tuigan with abundant hunts and is asked to guard the Tuigan's most trusted and valuable companion—the horse.

With the founding of Yaïmmunahar, Hubadai has decided to embrace many outside ways, including foreign gods. The result has been a slow incursion of deities new to the Endless Waste. The Red Knight, the militant goddess of strategy, has become a favorite in Yaïmmunahar, and is worshiped by Hubadai and by those in his armies.

Relations: The Tuigan of the northern steppes have good, if somewhat formal, relations with the other peoples of the Endless Waste. They typically trade horses and furs in return for worked metals, armor and weapons. The tribes of the central and southern steppes are prone to raiding during tough times, making for strained relations with all neighboring kingdoms.

The Raumviran

Appearing as the opposite of their Tuigan neighbors, the Raumvirans are peaceable human merchants settled around the Lake of Mists who trace their ancestry back to the ancient magical empire of Raumathar. Although Raumviran culture has diminished greatly since Raumathar's fall, a handful of Raumvirans seek to preserve the ancient arts of Raumathari battlemages and Raumviran conjurers. Once common in the lands west and south of the Endless Waste, the Raumvirans are much reduced in population today.

Raumvirans regard the accomplishments and excesses of their Raumathari ancestors with a mixture of pride and humility. They have seen the folly of excessive ambition and experienced the centuries of slow decline that inexorably follow the collapse of an overreaching empire.

Most Raumvirans are content with their current lives. They suffered little in the Horde War and continue to profit from the steady flow of trade along the Golden Way. Some Raumvirans retain their ancestors' hunger for adventure and mastery over magic, and these few are the ones most often encountered outside the Lake of Mists region.

History: The fall of Imaskar in –2488 DR caused great tumult throughout eastern Faerûn and the Endless Waste that divide the western realms from the kingdoms of Kara-Tur. The Raumvirans, a tribe native to the Lake of Mists region and known for its skill in summoning magic and mastery of forging steel, had long served as proxies for the Imaskari, keeping the scattered tribes of the Endless Waste in check. The collapse of the Imaskari Empire left the Raumvirans dangerously exposed to the wrath of the other tribes, forcing them to withdraw north and west.

A thousand years later, the Raumvirans remained fierce warriors who retained the arts of forging steel and casting summoning spells, but who had otherwise dwindled in number so as to be just one of many barbarian tribes in the region. Over the course of the next two centuries, the Raumvirans gradually conquered much of the Endless Waste, while the Nars extended their rule south and west along the shores of the Easting Reach. By –900 DR, the Raumvirans had established the empire of Raumathar, with its capitol at Winterkeep, stretching from the northern tip of Lake Ashane to the western shore of the Great Ice Sea and from Sossal to the Lake of Mists.

Frequent conflict with Narfell, a neighboring empire of demon-summoners, eventually led to the destruction of Raumathar. In –150 DR, the summoning of numerous powerful monsters and minor deities consumed both empires in a great conflagration. The remaining Raumvirans descended into barbarism, although Raumviran civilization survives in Almorel and Drubiev—thanks primarily to ongoing trade with the dwarves of Siremun and the steady trickle of trade that passed along the Golden Way.

In the years that followed the conquests of the Horde, a surge in trade has brought both wealth and a flowering of Raumviran culture among its populace. Once again traders are crossing the Endless Waste in large numbers, bringing gold, knowledge, and magic lore. New Raumviran villages are springing up around the southern shores of the Lake of Mists. Almorel and Drubiev are flourishing, all of which encourages the Raumvirans to rediscover and develop their ancient heritage.

Outlook: Raumvirans view life as series of challenges to be overcome. Respect and status must be earned, and, as such, never squandered foolishly. They believe strongly in the inevitability of life balancing out over time. Those who seek glory inevitably court disaster, while those who fail miserably will invariably rise to succeed.

Characters: Raumvirans have a long-standing warrior tradition, dating back to before their fall into barbarism. Rangers, fighters, and warriors play prominent roles in Raumviran society. Barbarians are not unknown, but uncommon, appearing far from settled areas in the steppes along the Golden Way. Raumvirans accord arcane spellcasters great respect, particularly conjurers, sorcerers, and practitioners of battle magic. Clerics, druids, paladins, and monks are rare, as Raumvirans have no strong tradition of organized religion beyond the veneration of elemental powers. Rogues are fairly

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common in Raumviran settlements along the Golden Way, with most making their living stealing from traveling merchants.

Society: Raumviran society is generally lawful, respecting the importance of honest dealings in trade. Religious and class divisions are almost unknown among the insular Raumvirans. Visitors are treated respectfully, if a little coldly, but are rarely welcomed to join their communities. Raumvirans greatly esteem individuals who demonstrate fortitude through contests of physical and martial prowess. Schooling is uncommon, except among those who study the glories of fallen Raumathar.

Language and Literacy: Raumvirans generally speak Common and Raumvira, a tongue commonly used around the Lake of Mists.

Appearance: Raumvirans are typically stocky and muscular, averaging just under six feet in height. Males are hirsute with thick black beards. Raumvirans bear a strong resemblance to their Rashemi kin, although they usually stand a few inches taller and have fairer complexions.

Arms and Equipment: Raumvirans have long-standing trade relations with the Siremun dwarves of the Firepeaks, and, as such, often employ dwarf-forged metal arms and armor. Raumvirans typically wear fur hats, fur boots, and silk tunics lined with fur. Curiously, the last are often adorned with intricate runic designs characteristic of the robes of Shou courtiers.

Magic and Magic Lore: The Raumvirans have a strong spellcasting tradition, stemming from Imaskari, Mulan, and Raumathari influences. Most Raumviran arcane spellcasters are either conjurers or sorcerers who later adopt the Raumathari battlemage prestige class (see *Unapproachable East*). Raumviran conjurers favor elemental creatures. Demon summoning is associated with ancient Narfell, historic enemies of the Raumathari, and is therefore strongly discouraged.

Horseman's Helm

A *horseman's helm* provides its wearer with tremendous insight into the ways of horses.

Description: This golden helm of ancient design is a work of art even without its magical enhancements. Covering most of its wearer's face, a *horseman's helm* has a nose guard shaped in the form of a horse's head and a long strand of horse hair bedizens the top of the item. Although not all *horseman's helms* were fashioned in ancient times, modern craftsmen who forge these treasures continue to copy the styles of old.

Activation: This magic item is activates when you put it on.

Effect: When wearing a *horseman's helm,* you gain the wild empathy ability with horses and horselike animals, such as donkeys, mules, and ponies (not magical beasts like hippogriffs). You gain a +4 bonus on these special wild empathy checks, as well as on Ride and Survival checks (made to track down a group of horsemen). Lastly, you can use *speak with animals* at will and *calm animals* three times per day, but only with horses and horselike animals.

Aura/Caster Level: Weak enchantment; CL 5th.

Construction: Requires Craft Wondrous Item, *calm animals, charm animal, speak with animals,* 6,000 gp, 480 XP, 12 days.

Weight: 2 lb.

Price: 12,000 gp.

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Barbarian Law

The Tuigan have developed a legal system that revolves as much around honor and social status as it does justice. In general, the law is only applied when a noble (noyan) is the victim. Commoners are expected to work out differences among themselves. This usually involves brutal beatings on those who steal or break public oaths. The most extreme punishment, death, is reserved for crimes against a khan. Death by execution offers a criminal the worst disgrace. Such executions take place in the wilderness far from the tent village. Crimes demanding death of a criminal include:

- Theft of a khan's horse.
- Breaking an oath to a khan.
- Step upon the threshold of a khan's yurt uninvited.

Deities: In the tradition of ancient Raumathar, most Raumvirans venerate the elemental gods: Akadi (air), Grumbar (earth), Kossuth (fire), and Istishia (water). Foremost among these is Istishia, followed closely by Akadi.

Relations: Due of their proximity to the Tuigan, Raumvirans enjoy close ties with the tribes of the Endless Waste. Raumvirans are adept traders and artful negotiators with a reputation for fairness and honesty. They have long lived alongside the dwarves of the Firepeaks, and there are close and long-standing relations between the two groups.

ENDLESS WASTE GAZETTEER

The vast expansive region known as the Hordelands occupies the lands between distant Kara-Tur in the east and the western nations of Thay, Mulhorand, and Rashemen. Technically, the Hordelands comprise the easternmost part of Faerûn—although few think in such terms, considering the region as a forlorn hinterland that separates Faerûn from Kara-Tur.

Nations, Cities, and Sites

The vast spaces of the Endless Waste feature very few permanent cities, being mostly odd assortments of nomadic tent villages and roaming camps. Despite this, civilized areas do exist, both above and below ground. Ruins on the surface are likewise very rare, most swallowed by the earth with the passage of time.

Drubiev (Small Town)

The town of Drubiev has existed at the confluence of the Clearflow and the Golden Way since before the fall of Raumathar. The settlement lies at the foot of a centuries-old dwarven bridge called Riverview Span, more famously called Dead Dwarf Bridge for the sometimes-visible spirits of long-dead dwarven guardians.

Drubiev (small town): Conventional; AL LN; 800 gp limit; Assets 78,640 gp; Population 1,966; Mixed (70% human [57% Raumviran, 27% Tuigan, 11% Rashemi, 4% Shou, 1% Mulan], 18% river spirit folk, 5% gold dwarf, 4% half-orc, 2% gray orc, 1% rock gnome).

Authority Figure: First Councilman Aevan Dragorovich (LN male Raumviran human aristocrat 4/expert 2), leader of the Council of Five.

Important Characters: True Spring of the God Emmezel Tersku (NG female river spirit folk cleric 7/elemental archon 1 of Istishia), leader of local shrine dedicated to Istishia and member of the Council of Five; Pavel Tragosk (NE male Damaran human rogue 8/shadowdancer 1), local merchant, secret representative of the Shadowmasters of Teflamm, and member of the Council of Five; Yeskarra Longtooth (N female half-orc adept 4), the most patient and foresighted member of the Council of Five, currently serving her fifth consecutive term of office; Yusiv Worlaski (LG male Raumviran human warrior 7), first constable and leader of the constabulary.

The Firepeaks

Settled more than twelve millennia years ago by gold dwarves known as the Siremun, the Firepeaks are a small chain of active volcanic mountains that rise up from the central plains of the Great Amber Steppes. The dwarves mined out these mountains millennia ago, forcing them to delve deeper into the Underdark for their metal and gems. A vast network of mining passages now extends for many miles in all directions. These tunnels even touch upon the cavernous Underdark area known as the Wandering where duergar from Fraaszummdin raise their spiderlike steeder mounts.

The western and southern slopes of the Firepeaks are pierced with numerous dwarf-made vents and sluices that redirect lava from dwarven homes to the surrounding steppes. This long-standing practice generates continual tension between the Siremun dwarves and the Commani tribe of barbarians, who rightfully blame the dwarves for the continual release of deadly lava and toxic gases that threaten the region.

Sacred Horse Totem

This ancient relic holds potent magics capable of empowering horses and their riders.

Description: This four-inch-tall statuette, carved from oak in the form of a horse, seems as old and weather-beaten as the world itself. Crudely shaped, the statuette is small and bulky, and the horse it represents has a thick body, a short neck, and a strange face.

Activation: You activate the *sacred horse totem's* continuous effects by placing it in a saddlebag. Giving your horse three kicks to its flanks activates the once-per-day movement increase.

Effect: A *sacred horse totem* grants three effects, two continuous and one activated. The activated ability allows you, once per day, to double your mount's move speed when you make a mounted charge (you can charge a distance of four times your move speed rather than merely double). The first continuous ability grants you an additional +1 bonus on melee attack rolls (for a total of +2 bonus) as well as a +2 bonus on damage rolls when on horseback and fighting creatures smaller than your steed. The second continuous ability grants your mount a +4 increase to its natural armor.

Aura/Caster Level: Moderate transmutation; CL 9th.

Construction: Requires Craft Wondrous Item, *barkskin, true strike,* 21,000 gp, 1,680 XP, 42 days.

Weight: 1 lb.

Price: 42,000 gp.

Glittering Spires

Together with the Kora Shan, this range of steep, eternally snow-capped mountains divides the Endless Waste from the Horse Plains to the northeast. Cold winds from the Great Ice Sea blast the western slopes of the spires, stunting plant growth and making travel treacherous. The eastern foothills of the Glittering Spires are quite the opposite, as they merge into the heavily coniferous Umberwood.

A small colony of gold dwarves, descendents of the Herlinga Clan of the nearby Shadowmount Peaks, mines the northern

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portion of the range. These dwarves also operate an outpost, selling dwarf-wrought weapons and armor to any who are able to pay in gold or gems. Their customers are nearly all Tuigan.

The Great Ice Sea
This vast saltwater sea, named Yal Tengri by the Shou, forms the northern border of the Endless Waste. In ages past, humans of the Raumathar Empire settled along its frigid shores and used powerful magic to keep away wintry weather. Since Raumathar's fall, the magic has dissipated, and the area is now inhospitable to humans. Most of the year, the Great Ice Sea freezes over, allowing travelers and hoary predators to cross on foot. By late spring, the ice recedes, leaving behind gigantic icebergs and making travel by boat a dangerous endeavor.

Icerim Mountains
This small range of snowy peaks marks the northwestern border of the Hordelands with the witch-ruled kingdom of Rashemen. The mountains are home to a variety of wintry creatures that frequently descend from their peaks during colder months to hunt prey on the Endless Waste. Small, feral tribes of humans, dwarves, and orcs eke out an existence here, competing for survival with each other and the larger monsters.

Mountains of Copper
Jutting eastward from the southern tip of the Sunrise Mountains, the Mountains of Copper have long been home to a large clan of gold dwarves bearing the family name Brightsmith. Centuries ago, Mulhorandi armies drove the dwarves from the southern peaks, and the survivors now dwell along the northern side of the mountains nurturing their ages-old hatred of Mulhorand.

In 1374 DR, the Brightsmith dwarves came upon the ancient ruins of Zexthandrim, a kobold kingdom destroyed by the Imaskar Empire. More than a dozen dwarves died exploring the ruins. Queen Olniar Brightsmith (LG female gold dwarf cleric 12 of Moradin) has since declared Zexthandrim off-limits for her people.

The most famous residents of the mountains are a large family of copper dragons led by the brilliant Pryxilithicar, a ponderous great wyrm with little patience for dragon-hunting adventurers. Most of the copper dragons live along the range's remote western peaks.

Songfarla—The Hidden Kingdom
This hidden kingdom of gnomes lies nestled just under the eastern slopes of the Sunrise Mountains off a tributary of the River Murghôl. Settled almost 5,000 years ago by rock gnomes fleeing Netherese enslavement, Songfarla was founded when an influx of new refugees nearly quintupled the existing settlement's population. Since that time the gnome population slowly dwindled, until –496 DR, when Songfarla's population swelled with the unexpected arrival of four deep gnome clans—the Covarrkar, the Fungusfoot, the Glasszhorm, and the Longstepper clans. The Hidden Kingdom presently numbers some 12,000 gnomes, carefully secreted in a number of communities in the mountains east of Thay. Some half of them live in the city that names the kingdom.

Songfarla (small city): Conventional; AL LG; 15,000 gp limit; Assets 7,877,250 gp; Population 5,807; Isolated (58% rock gnome, 42% deep gnome).

Authority Figure: Laughing Mime (NG male rock gnome illusionist 13/cleric 8 of Garl Glittergold), Prime Jeweler of Songfarla.

Important Characters: Lyssa Polishedstone (LG female rock gnome cleric 14 of Garl Glittergold), the Star Ruby (high priestess) of Garl Glittergold; Esstor Wykurrik (LG male deep gnome fighter 11), the First Sentinel and leader of the Vigilant Sentinels; Filannil (CG female gloaming sorcerer 7), de facto head of the local gloaming ghetto (see *Underdark* for details on gloaming).

Sunrise Mountains
Comprising a lengthy row of lofty peaks, the Sunrise Mountain range marks the western border of the Endless Waste with the evil magocracy of Thay. The eastern side of the mountains have long hidden the secret underground gnome kingdom of Songfarla. The slopes are also home to bands of bugbears, goblins, gnolls, escaped Thayvian slaves, and barbarian bandits who remain unaware of the gnomish realm under their feet. More interested with its formal enemies to the west, Thay mostly ignores this side of its kingdom, although Red Wizards frequent the Sunrise Mountains to hunt both beasts and humanoids for sport.

Swordrise Mountains
This mysterious mountain range forms the southeastern border of the Endless Waste. Dozens of hermitages and monasteries dedicated to the practice of mysticism or the worship of obscure deities lie scattered throughout the peaks in remote, high places. The local Tuigans are highly superstitious of the monks and avoid the region. The slopes of the Swordrise Mountains are mostly free from dangerous creatures. Few explorers have been known to plumb their depths. Ages ago an orc horde fleeing the Orcgate Wars fled into caverns deep beneath these mountains. Centuries of isolation in the Underdark transformed those orcs into orogs, and they now number in the thousands, if not tens of thousands.

Queraband (Small City)
The former war-city of tents has been transformed into the khahan's personal traveling court. One fortnight out of every three, Hubadai travels throughout Yaïmmunahar's provinces to meet with the local leaders, preside over civil and criminal matters, and encourage settlement among the nomads. The Queraband is well-guarded, protected by an army of light cavalry and Hubadai's elite yunïchaar warriors.

Valley of the God
Situated between the Mountains of Copper and the Godswatch Mountains, Ejen Horo ("Valley of the God") is a meeting ground

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Son of the Horde

Hubadai Khahan **CR 17**

Male human fighter 17

LN Medium humanoid

Init +2; Senses Listen +3 Spot +2

Languages Common, Imaskari, Tuigan

Hook "You have much to offer, friend. I have a proposal that I know you will consider very carefully."

AC 22, touch 11, flat-footed 21

hp 115 (17 HD); DR 5/magic

Fort +11, Ref +7, Will +7

Speed 20 ft. (4 squares)

Melee +3 wounding longsword +25/+20/+15/+10 (1d8+7/19–20)

Ranged +3 composite shortbow (+4 Str bonus) +23/+17/+13/+7 (1d6+9/19–20/×3)

Base Atk *+17; Grp +21*

Atk Options Ride-By Attack, Spirited Charge, Trample

Combat Gear potion of cure serious wounds, potion of haste, potion of heroism

Abilities Str 18 Dex 14 Con 13 Wis 15 Int 12, Cha 16

Feats Combat Reflexes, Far Shot, Greater Weapon Focus (shortbow), Improved Critical (shortbow), Leadership, Mounted Archery, Mounted Combat, Precise Shot, Point Blank Shot, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Focus (shortbow), Weapon Specialization (shortbow)

Skills Bluff +5, Diplomacy +8, Handle Animal +15, Intimidate +9, Jump +6, Knowledge (local) +2, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Listen +3, Ride +18, Spot +2

Possessions combat gear, +2 banded mail of invulnerability, +2 light wooden shield, +3 wounding longsword, +3 composite shortbow (+4 Str bonus)

The eldest son of Yamun Khahan, Hubadai is a powerfully built man who stands well over 6 feet tall. His scarred tan face and broad facial features are offset by a trim mustache, beard, and an intensely piercing gaze.

Following the death of his father fifteen years ago, Hubadai was determined to learn all about the western alliance that killed his father and ended the Horde War. Over the years, he secretly visited and studied Sembia, Waterdeep, Zhentil Keep, and other Faerûnian kingdoms. The khahan was most impressed with the nations of the Western Heartlands—Cormyr, in particular. He especially found the Cormyrean tradition of war wizards and a standing army led by brave, capable knights to be an accomplishment worthy of aspiring toward.

Inspired by the great accomplishments of these nations, Hubadai returned to the steppes and founded Yaïmmunahar. The khahan has succeeded where his father failed. It was no lack of skill that laid Yamun low but rather the lack of a true nation. With one such kingdom now behind him, Hubadai sees himself as a powerful enduring force poised to conquer the world.

After founding the kingdom of Yaïmmunahar, the khahan became particularly interested in those whose special talents might benefit the new nation – especially those capable of wielding powerful magic. An excellent judge of character, Hubadai has a talent for selecting the most capable and loyal person for the tasks he wants completed.

The khahan also looks to advance his country by adopting bold new ideas, new deities, and new magic from other lands. He is wooing several Cormyrean noblewomen with hopes of marrying into western nobility. Such a marriage would not only bind his new kingdom more tightly to the west but also further legitimize Hubadai's fledgling country in the eyes of all civilized kingdoms.

Charmingly arrogant, both beloved and feared by his people, Hubadai is proclaimed by his followers to be the new sun rising over the steppes, the overlord who will return greatness to all peoples of the Hordelands. The khahan is determined to prove them right.

sacred to the Tuigan nomads where great matters take place. Hubadai proclaimed himself khahan in the valley and he also first announced his kingdom here.

Hubadai brings the Queraband to this valley every spring for festivals and jousting. The khahan uses this time to bless noble marriages, anoint new khans, and grant territory to those deemed loyal and worthy.

The Valley of the God is perhaps most famous as the burial ground for Tuigan nobility. Yamun Khahan is buried here. The vale is guarded year round by fanatical warriors dedicated to protecting the tombs.

LOST IN THE HORDE WAR

During the Horde War, many powerful magic weapons were brought to bear against the great barbarian army by their more civilized enemies. These enemies inevitably fell and the barbarians wasted little time equipping themselves with the arms and armor of their conquered foes. Once the war ended, the barbarians returned home to their tribes, many of them in possession of potent magic arms from the most puissant kingdoms of Faerûn.

Cormyte War-Staff: This *+2 spell-storing defending quarterstaff of speed* is popular among accomplished, martially-minded War Wizards of Cormyr. At least three of these staffs were lost during the final furious battle at Thesk when the king of Cormyr slew the Tuigan overlord. Only one head of a Cormyte war-staff is enhanced; the other is only of masterwork quality.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *haste* and *shield* or *shield of faith,* creator must be a caster of at least 12th level; Price 98,600 gp; Weight 4 lb.

GhostStorm: This unique *+3 thundering shocking burst longsword* was brought back to the Endless Waste from the far eastern realm of Kara-Tur. It is currently carried by Khan Oguntar, a lesser horselord whose clan roams the southern Endless Waste.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *blindness/deafness* and *call lightning* or *lightning bolt;* Price 72,315 gp; Weight 4 lb.

Orc Claw: These *+1 keen mighty cleaving greatswords* were so named by the barbarians who suffered grievously defending against them. The swords were only carried by elite orc warriors from Zhentil Keep, many of whom later settled the region where the final battle of the Horde War took place.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power, keen edges;* Price 18,350 gp; Weight 8 lb.

Royal Armor of Semphar: This ornately decorated *+1 invulnerability spell resistance chainmail* (SR 17) originates from the desert kingdom of Semphar, located at southeastern border of the Endless Waste. Yamun Khahan received three suits of this armor as tribute when his forces captured Semphar.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance* and *miracle, stoneskin,* or *wish;* Price 64,450 gp; Weight 40 lb..

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